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SUPER PLAY

ISSUE 14

DECEMBER 1993

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- ROBOCOP VS TERMINATOR
- UTOPIA
- PLOK!
- TIME SLIP
- COOL SPOT
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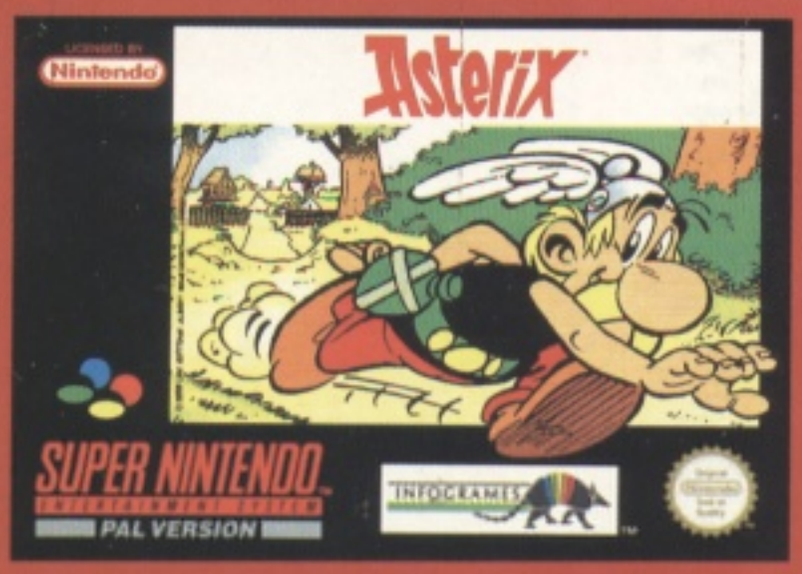

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Super Play

December 1993 Issue 14

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Next issue on sale: Thursday, 2 December 1993

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SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

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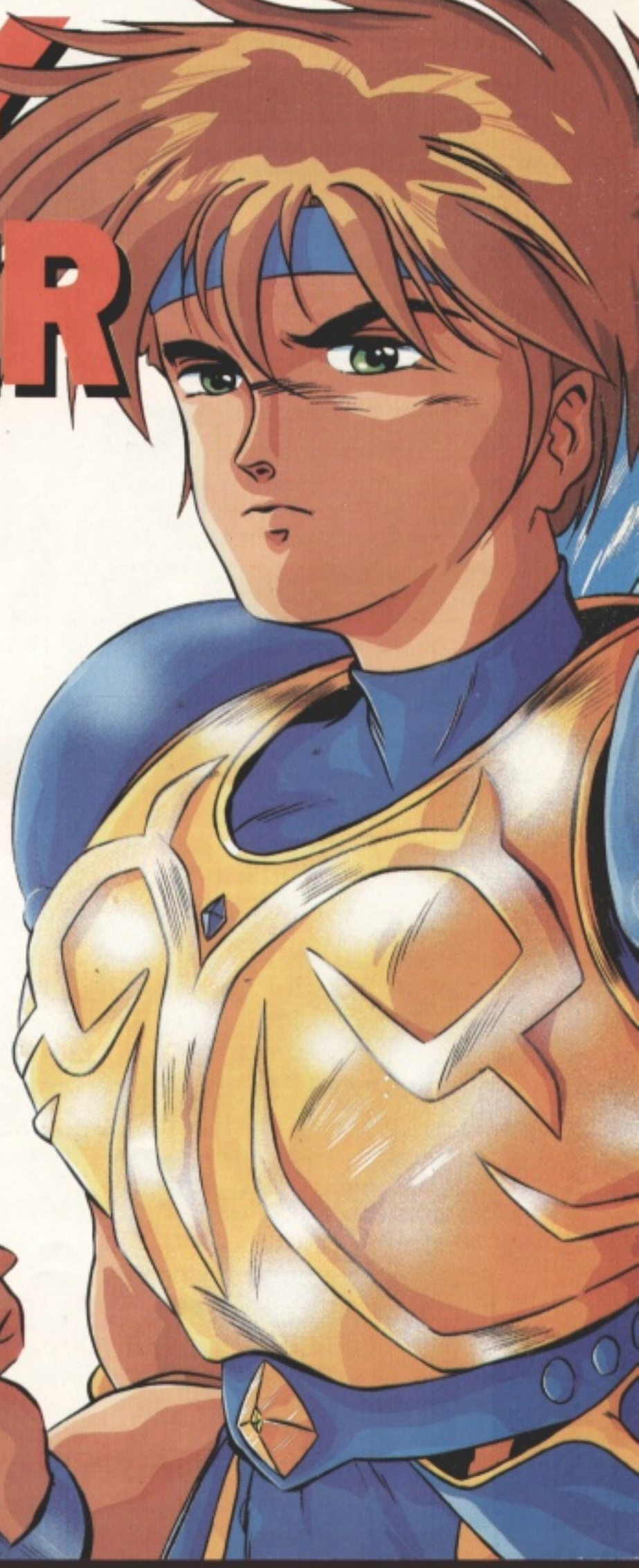
Our full contents listing starts just over the page

SKY BLAZER



Well, who'd have thought it? Nintendo have backed down and Electronic Arts *will* be publishing SNES games in Europe this winter. This is big news, because it means that Nintendo, who have often been inflexible about such things, are now prepared to compromise and deal with third-party publishers.

Does this mean cheaper games for us SNES-addicts? Well in the long run, yes. But at the moment things are stable, and neither Nintendo nor any of the software houses are planning to reduce prices just to please us.

And speaking of Nintendo (which we frequently do), take a look at page 85. This is the first official Nintendo page. It's written by the blokes from the Nintendo Hotline, and they really know their stuff. Every month this page will have all the latest Nintendo news, as well as some of the best tips, provided by the Nintendo programmers themselves.

And, as you can see from a spot of casual flicking, we've packed even more reviews into this issue. Christmas is only just around the corner, and the softies are gearing up for a massive cart-frenzy which we're just catching the start of now.

For starters, there's *Cool Spot*, *Sky Blazer*, *Robocop vs Terminator*, *Super Off Road – The Baja* (great name, guys) and the long awaited *Total Carnage*. Everybody knows what a great arcade machine it was, but can it cut the mustard on your SNES? What else have we got in the December issue? If you've got *Mario All Stars*, or you're getting it for Christmas, you'll need the first part of the last instalment of (!) our *Mario All Stars Guide*. It's got to be the biggest and best *Mario* guide in any magazine. And there's all the news you'll ever need.

Read on and enjoy this month's *Super Play*.

James Leach

James Leach,
Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

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If it's happening in the world of Super Nintendo, then it's happening in *Super Play*. If you want in-depth, informative and up-to-the-minute news reporting, then you need look no further than our Super Express pages.

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NEW! You've already met the boys from the Nintendo Hotline – in issue 12. Well, we've invited them back – to stay.

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Look closely at What Cart? this month – it's the last time you'll see it in its present form. (If our plan comes off, that is.)

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This is where you can reserve a small area of *Super Play* to do anything you like with (within the bounds of decency) – and completely for free!

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We've really tried, this time. 'Next Month' should closely reflect what'll be in *Super Play*, er, next month. Probably.

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ABC: 50,504

So you reckon anime's all pixies eh? Heh, heh....22

The horror of it all

In a special edition of Anime World, Helen McCarthy mixes with demons, tentacles and misplaced internal organs. That's right – anime can be icky too, and lots of it makes even *Legend Of The Overfiend* look tame. So get behind your settee now, that's our advice, usher any elderly relatives out of the room, and prepare for scenes of the worst possible taste.

SUPER PLAYER'S GUIDE

THE SUPER MARIO COLLECTION

We haven't finished yet. This month, not content with the last three player's guides to the *Super Mario Collection*, Zy Nicholson uncovers the hidden depths of the first half of *Super Mario Brothers 3*. He continues next month with the final and concluding part. We never knew there was so much in it.

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The conversion of the most unashamedly violent coin-op of all time. (Although it wouldn't dare say so to *Mortal Kombat*'s face.) Does it work on the SNES?

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A Bee Team Production

CART-LOADS OF PROFIT

Phew – Electronic Arts *will* be carrying on doing Super Nintendo games after all, as will everyone else who was getting cold feet, thanks to a major rethink by Nintendo on their pricing policies. But is it enough and just how long will it last? We asked Simon Dent to investigate.....28

Well, the thing is, the evil Ashura has captured Arianna and is trying to irrevocably transform the descendants of the Mystic Pantheon into his warlords. And we can't have that. So it's up to Sky Blazer to get up there and sort him out.

Sony's big Christmas game has been put together in Japan, and promises beautiful graphics, oriental tunes, and action-packed exploration of the most exciting sort. In our expansive three-page review we examine it in the minutest detail to make sure it really does blaze.

SKY BLAZER

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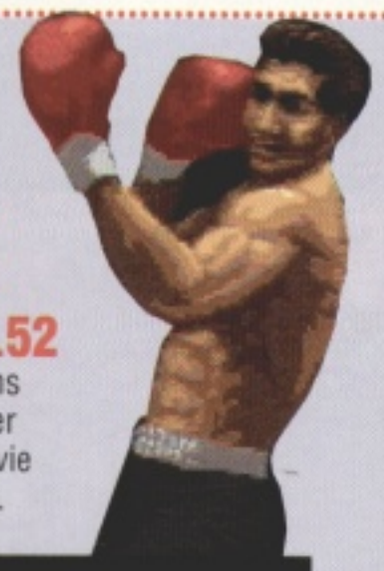
Find out what happens when you get together the two toughest movie characters of all time.



You're not going to believe this, right, but there's this boxing game, right, and it's good! *Really* good! No, honest – no messing. You could knock us down with a feather etc.

BOXING LEGENDS.....44

PLOK!

Plok!'s been lurking just off the SNES stage for ages, but now it's arrived. And it's brilliant – one of the best platform games we've seen for ages.

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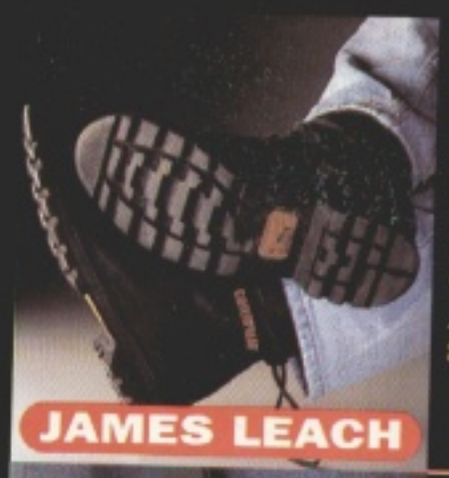
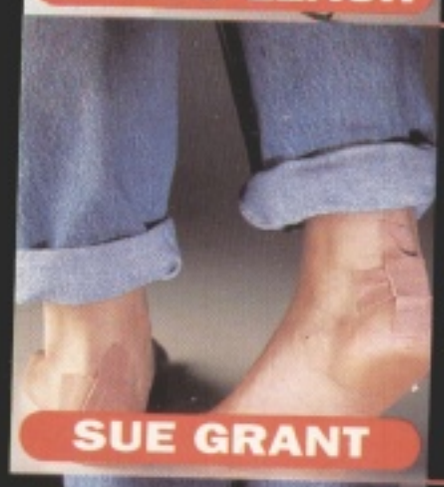
SUPER PLAY PROFILES

This month we're playing footsy.



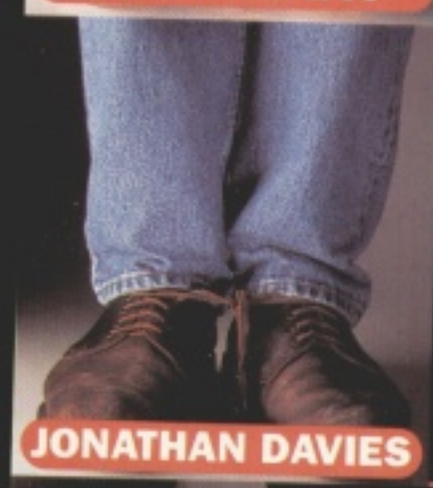
JAMES LEACH

Shoe size: 9
Underneath my shoes I wear: Little terry towelling socks that you can't buy anymore
Favourite 'sole' song: *Sexual Heel-ing* by Lionel Ritchie
Worst film to do with shoes: *My Left Foot*
These boots were made for: About a fiver
Shoe: 'tem-up fever



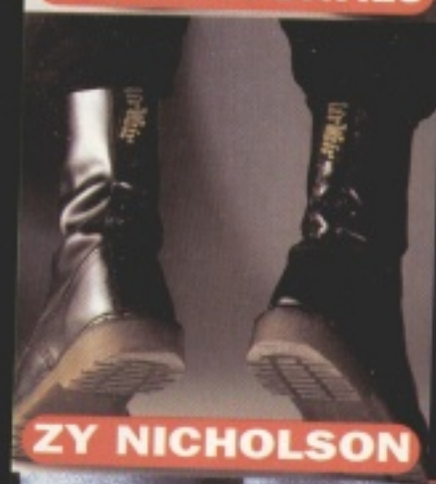
SUE GRANT

Shoe size: 5
Underneath my shoes I wear: Plasters
Favourite 'sole' song: *Stand By Me* by Ben E King
Worst film to do with shoes: *The Red Shoes*
These feet were made for: Stomping
Shoe: Pastry



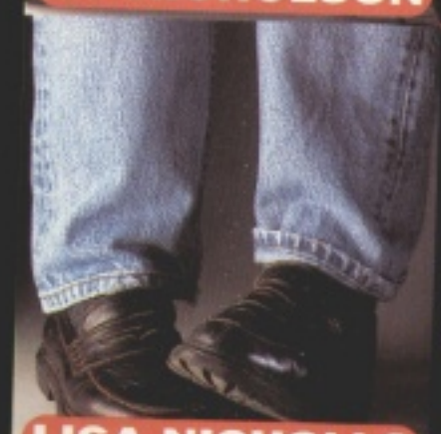
JONATHAN DAVIES

Shoe size: 9½
Underneath my shoes I wear: Marks and Spencer cotton-rich socks
Favourite 'sole' song: *O Sole Mio*
Worst film to do with shoes: *Stepping Out*, starring Liza Minelli
These boots were made for: Hiding my Marks and Spencer cotton-rich socks inside
Shoe: Go on, get out of it!



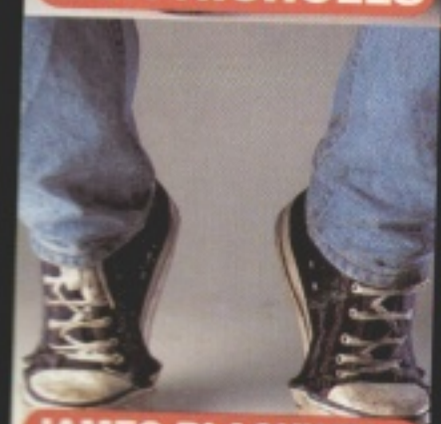
ZY NICHOLSON

Shoe size: 10
Underneath my shoes I wear: Langley Grammar School football socks
Favourite 'sole' song: *Dr Marten's Boots* by Alexei Sayle
Worst film to do with shoes: *The Day The Earth Wore Flip-Flops*
These boots were made for: Festivals
Shoe: -buryness



LISA NICHOLLS

Shoe size: Small
Underneath my shoes I wear: Chanel No 5
Favourite 'sole' song: *Harlem Shuffle* by Bob & Earl
Worst film to do with shoes: *Das Boot*
These boots were made for: Jiving
Shoe: -bacca



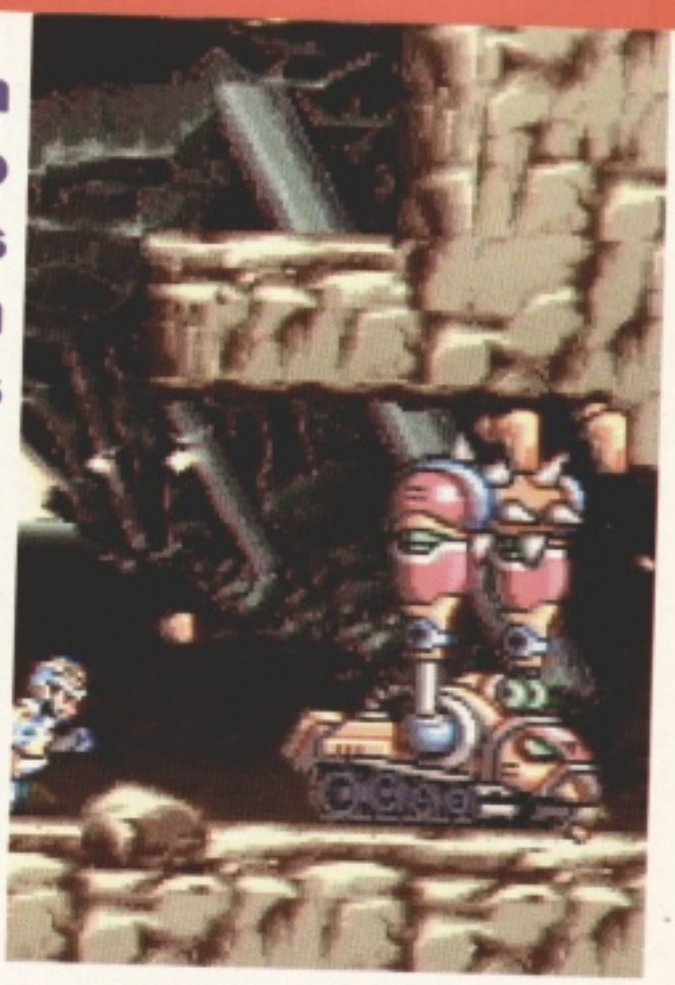
JAMES BLACKWELL

Shoe size: 7
Underneath my shoes I wear: My father's socks
Favourite 'sole' song: *Green Onions* by Booker T and the MGs
Worst film to do with shoes: *Cinderella*
These boots were made for: Comfort
Shoe: -macher will win the next Grand Prix

SUPER

NEWS NETWORK SUPER NINTENDO NEWS

This month in Super Express: two top Christmas games from Capcom; previews of *Pinball Dreams*, *Actraiser 2* and *Humans*; and why not enter our *Terminator 2: Judgement Day* competition?



Above, left and below: *Megaman* is on his way, and boy is he aggrieved. We're not sure why. But when we review the game, we'll tell you.

Goemon and his friend are heading towards *Super Play* at an astounding rate of knots. So fast, in fact, that we're already glancing nervously at our long-range Japan-o-meter.

LEGEND OF

Or Ganbare Goeman 2,

Prime mover of many a fine adventure on the Famicom family and Game Boy, *Goemon* first appeared in August 1986. In this latest romp, which got a mention a few months ago in Super Express, our

his way,
why. But
tell you.

LOOK AT THESE GREAT GAMES!

MEGAMAN X

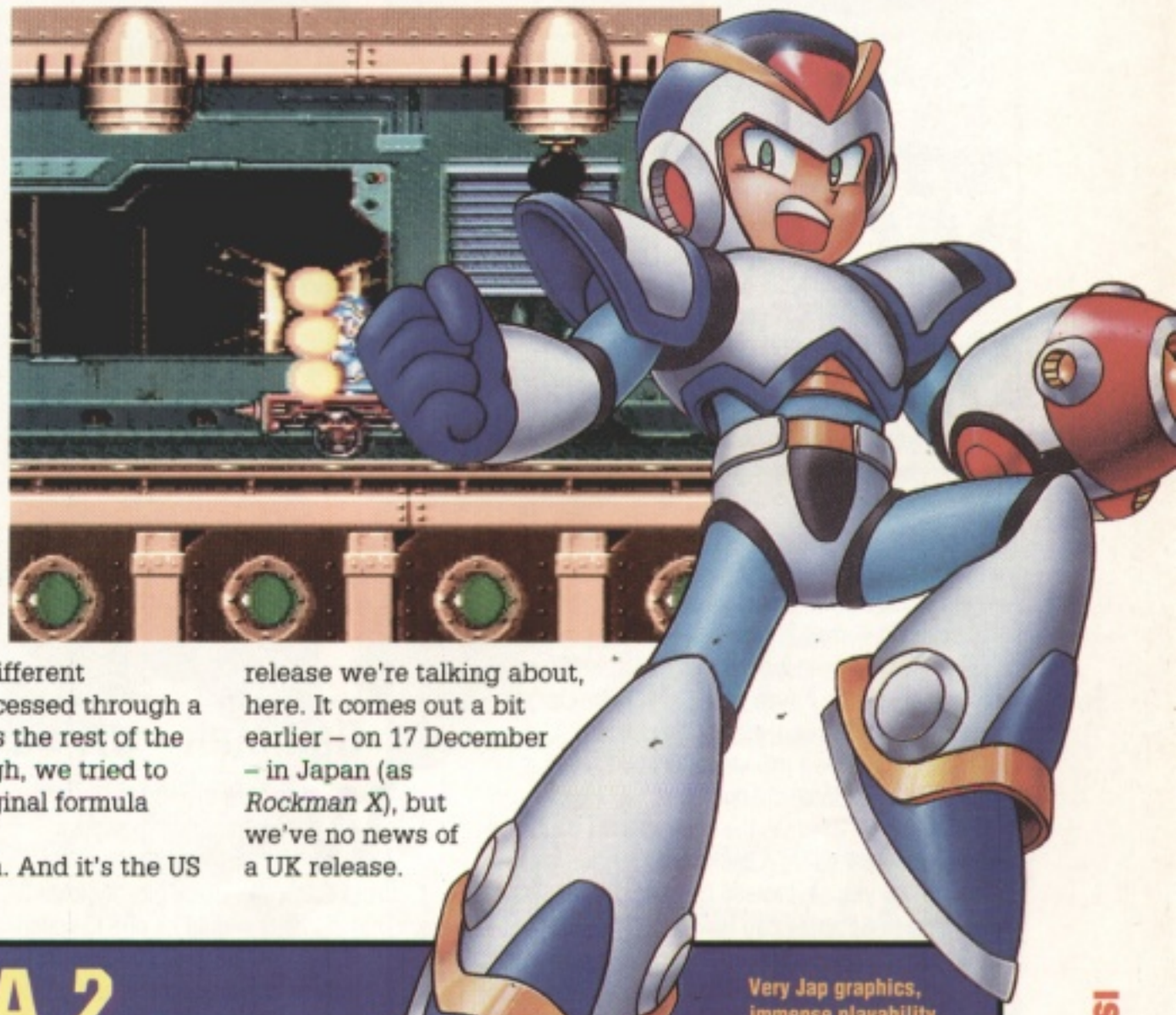
Capcom • US • 12 Mbit • January '94

Capcom's robotic legend finally arrives on the SNES! We showed you a couple of rather gloomy, sorry-looking pictures of this major Capcom release back in issue 10, and haven't really touched it since. Which is completely wrong, of course, because if it lives up to to promise of its NES predecessors it should be one of the biggest games of the New Year. Luckily, however, our newly-installed US correspondent Neil West had a bit of spare time on his hands, so we sent him over to Capcom to find out.

Here are the pictures he sent back. But what's *Megaman X* actually like? 'Capcom's Scott Smith:

'It's not just more sophisticated presentation that *Megaman X* has got over the NES *Megaman* games. This time there are various power-ups left around the area that X (Megaman) can pick up. When he starts off, X is no match for any of the robots – he keeps getting his butt kicked. So if X can find these power-up capsules he can get himself new body armour, new helmets, a power-up for his X-buster gun and an acceleration system that enables him to run as well as walk. These different weapons can then be accessed through a weapons menu. As far as the rest of the game is concerned though, we tried to keep it similar to the original formula that's been so popular.'

So there we are, then. And it's the US release we're talking about, here. It comes out a bit earlier – on 17 December – in Japan (as *Rockman X*), but we've no news of a UK release.



THE MYSTICAL NINJA 2

as true Konami fans will know it

Konami • JAP • 16 Mbit • December

champion is joined by two chums on a quest to defeat a monstrous missionary and his army of choccy-scoffing minions.

Fans of *Super Mario World* and *Pop'n Twinbee* will love it – the people responsible for this off-beat action game have got a really odd sense of humour. One of the main characters, for instance, uses his toupee to knock out guards. He also loves to bathe and drink green tea. Ebisumaru, on the other hand, prefers to bash the enemy into submission with a bit of origami. Later on, a gigantic replica of Goemon appears on roller skates. Perhaps Terry Gilliam had a hand in the design of this comical caper? A pervert who invents mechanical junk and lusts after young girls is lurking in there somewhere, too.

Thanks to *Ganbare Goemon 2* and *Twinbee Rainbow Bell Adventure* (aka *Action Twinbee*, also in issue 12's Super Express), Konami should be inflicting more chortles than a *Carry On* film in Japan this Christmas. UK buyers will have to wait a little longer, however – the *first Mystical Ninja* game isn't coming out here till January.

Very Jap graphics, immense playability, astonishing and impenetrable sounds are what we're gearing ourselves up to expect from this. Go on – feast your peepers on these pics.

PINBALL DREAMS

Gametek • UK • 8 Mbit • January '94

Do Super Nintendos dream of electric pinball? Who knows? Probably not. Anyway, *Pinball Dreams* is being completed at the time of writing, so here are some piccies of it for you.

The idea, obviously, is to keep the ball in play and accrue a score which makes your friends and enemies alike gasp in astonishment. There are four tables, each boasting a totally different style of graphics, music, sound effects and each with a theme. Firstly there's Ignition, where you must attempt to 'reach the outer limits of the solar system in a rocket'. If you manage to boldly go where no-one has gone before then, according to Gametek, you can 'drive a train across the American Wild West' in the Steel Wheel level.

Of course, practice will get you through that, so you'll then be ready for Beatbox, where it's incumbent upon you to climb to the top of the pop charts using your pinball skill.

Finally there's the Nightmare table. Let Gametek again tell you all about it: 'Run for your life in a haunted graveyard to reach midnight.' We couldn't have put it better ourselves.

The ultra-smooth graphics and incredible playability of the game are what makes it special, but don't forget the blasting sonics, which'll tax your SNES so much it'll wish it was based in the Channel Islands.

Pinball Dreams will be available in January for £44.99. Expect a review in the bumper Christmas issue, in the shops on 2 December.

We won't have to remind you that *Pinball Dreams* started life on the Amiga, where its slick scrolling and thumping soundtrack established it as the ultimate pinball game. And that the sequel, *Pinball Fantasies*, wasn't quite so successful.

STEALER'S WHEEL

Spectravideo is one of those companies which always seem to be churning out more and more add-ons for your SNES. If you bought them all, you'd be the proud possessor of about 25 joypads and sticks, and your thumbs would be the size of your feet.

But even they have spotted another niche in the market. With the preponderance of driving games around, such as *Top Gear 2* and *Lamborghini American Challenge*, they've brought out the Freewheel. This gadget has been available for computers like the Amiga and ST for quite a while now, and it works like this; you simply turn it sideways (a bit like a real steering wheel), and it registers a directional change.

Tilting it forwards is the equivalent of accelerating and tilting it backwards applies braking pressure. So you never need to take your hands off it. According to Spectravideo there are a number of 'angle-sensitive switches' enclosed within. Previous experience of the Freewheel by the *Super Play* team indicates that it's acquired taste, but if you like the idea, you'll persevere and learn to control all your favourite games with it.

This natty item will be available in the shops in December, and you'll be able to pick it up for £34.99. For more info, dial (081) 902 2211 and you'll be able to ask Spectravideo themselves all about it.

Don't forget – ten-to-two. (*Eh – Sue?*)

***Amiga Power* gave the Amiga version of *Humans* 70%, incidentally.**

Gametek • UK • 8 Mbit • January '94

What are they good for? Well, they're going to make a rather nice-looking game from Gametek. These pics indicate that *Humans* should be one to watch.

There will be over 300 colours on-screen simultaneously, and you'll be able to guide your little charges behind streaming waterfalls, dangerously close to bubbling lava pits and even under stunning lightning displays. Everything you find in the real world, in fact. All the graphical sets have, according to Gametek, 'been completely redrawn and designed to complement each of the seasons with great attention to detail. From the skylines, which contrast with the beautiful midday spread of the Summer levels, to the dark, moody and almost threatening skies of the murky swamp levels.'

Whew. Steady on there, Gametek. And as if that wasn't enough, we're told that the backgrounds have been scanned in 128 colours, with totally spectacular discovery animations.

There's even the classic spinning newspaper so beloved of the sort of films your parents watch. What else can be employed to make the *Daily Rock* look right, but Mode 7?

Overall, there are two-and-a-half megabytes of uncompressed graphical data squeezed into the 8 Mbit cart. To see all this yourself, you'll have to wait until January, but we'll be reviewing it next issue.

'Would you stop that, please.'

Only SERIOUS games players need apply

Nintendo are aiming to be at the top of the arcade joystick tree with the recent release of the Score Master joystick. This little item is sturdily made, and has a special Turbo Control button for rapid fire, and a slow-motion switch for when, in Nintendo's own words, 'a game is too hot to handle'.

The large, easy-to-hit buttons are colour coded, and the joystick is resilient enough to take a serious amount of punishment from those who really get into their cathartic punching and kicking.

Apparently, the Score Master is ideal for playing *Street Fighter II*, *Mortal Kombat*, *Final Fight* and *Tuff E Nuff*, and even proves itself against *Street Fighter II Turbo*.

The Score Master is available right now in all good arcade joystick shops, and costs £39.99. You can contact Nintendo on (0703) 651010.

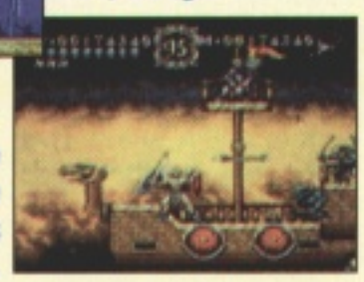
ACTRAISER 2

Enix • JAP • 12 Mbit • Out now

We haven't actually heard the music yet, but if it's improved as much as the graphics, it should be awe-inspiring.

Now with wings! And they're proper feathery ones, too, making *Sky Blazer*'s insect-like jobs look a bit wimpy. Don't fly too near the sun, though.

'Yes, well, I'm afraid we're all in the same boat.' The backgrounds are great, as you'll be able to see.



The best graphics we've come across for ages are undoubtedly to be seen in *Actraiser 2*, which has just come out in Japan. Part of the reason for them being so good is that, as well as doing the music again, top game musician Yuzo 'Ancient' Koshiro has helped out with the game design a bit.

Actraiser 2 completely drops the strategy element of the first game, and goes for a straight platform slash-'em-up approach. To compensate, however, your character's now got wings, and the levels are much more involved, with loads of secret rooms.

The game's just come out in Japan (so we should have a review next issue, with any luck), and a US release is imminent. A UK release, though not yet confirmed, is a certainty.

Some levels take a slightly different slant.

SOUND FACTORY

Nintendo • JAP • 8 Mbit + BB • December

Far left: Pix Quartet mode, where you get to turn your scribbles into music.
Left: Star Fly mode, which astronomy fans will prefer.

Played about with *Mario Paint*? Gagging for more of the same? Then *Sound Factory* ought to be at the top of your present list for Santa. It's being released by Nintendo in Japan to beef up the range of games available for the mouse, doing for your Super Nintendo's sound chip what *Mario Paint* did for its graphics processor (ie not much, if our suspicions are confirmed – indeed, Nintendo claim it will be as much fun to watch as it is to play).

Sound Factory can be played in three modes. In the first, Pix Quartet mode, you draw shapes on the screen which then turn into music. Then in Beat Hopper mode you control a sort of insect-type thing on a pogo stick who hops about on coloured panels, *Q*Bert*-style. And in the Star Fly mode you use an insect with a magic wand to sprinkle musical stars into the sky. Aah. It should be available on import in time for Christmas.

Beat Hopper mode, which looks oddly like a sort of scrolling version of *Q*Bert*. Except it's got a gigantic insect on a pogo stick in it, of course.

SIBLING RIVALRY

As the Super Nintendo carries on establishing itself as the console to be reckoned with, the future looks a trifle glum for its little brother, the NES. It seems that nobody wants to write games for it any more.

The problem isn't a lack of demand – there are literally hundreds of thousands of NESes in this country already, and Nintendo reckon that they're going to sell another 150,000 this year – but the old pricing thing. You can buy a NES for about £40 now, and third-party publishers are struggling to sell the games for much less than that (thanks to the prices that Nintendo are charging to make the carts for them). And nobody wants to pay the same price for a game as they did for the machine that plays it, especially considering that most NESes these days are bought by parents for their under-10s. So far, six major publishers (including Ocean, Sony and Konami) have decided not to publish NES games any more, and, unless Nintendo has a bit of a pricing rethink, it seems likely that more will follow suit.

This is the NES's original, chunky incarnation. It's recently been released in a new, sleeker casing.

WE'RE THE KIDS IN AMERICA!

Super Play goes international!

Well, sort of. What's happened is that Future Publishing, the company that produces *Super Play* (and lots of other fab magazines) every month, has bought a stake in American magazine publisher GP Publications Inc, and will be running things there from now on. GP Publications is based in Greensboro, North Carolina, and produces, among other things, a Nintendo/Sega title called *Game Players*. With a circulation of 200,000, the mag is currently the number three games title in the States (although before too long it'll be number one, obviously). So what does this mean for *Super Play*? It's early days yet, but we reckon it can only help our coverage of the exciting US SNES scene. And *Super Play* could well pick up lots (and lots) more readers in the States...

Game Players – another new sister for Super Play.

HIS MASTER'S VIDEO GAMES

HMV are claiming that they've introduced 'a new era of virtual retailing' with the launch of Level One. This is being cited by the HMV group as the world's biggest and best-dressed video games department, and takes up a healthy chunk of the first floor of their store at 150 Oxford Street, London.

Customers can enter the Level One area through a craftily-constructed 'light tunnel' which leads directly to the 6,000 square foot-shop. As they make their way through to the games purchasing zone, their consciousness is laid bare by special mood-altering lights.

In fact, HMV seem to be remarkably proud of the ability of their new shop to mess with the heads of those brave enough to enter it. The computer-programmed walls are able to change colour from soft pastels to vivid, high-energy graphics.

'The intention is to have the ability to mould the environment to suit the order of the day, be it mid-week lunchtime business people when the mood tends to be soft and relaxing, almost womb-like, in fact, to the Saturday crush when Level One will be fast, brash and hypnotic' said Martyn Bullock, the designer responsible.

And as if having your moods messed with wasn't enough, you can also enter challenges at Level One.

Above: Level One, gleaming like a new jewel in the middle of Oxford Street. Left: An Amiga game was even written about it.

HMV Games LEVELONE

There is a special game challenge area, where up to eight players can compete simultaneously. Approximately 200 big challenges a year will be taking place, and anyone can join in. Be warned, though. There might be a queue.

If you're as good as, say, our chum Allan Brett, you'll walk away carrying an exclusive T-shirt which won't be available to the losers. Remember, Level One, the first floor of HMV, can be found at 150 Oxford Street, just two doors down from Burger King.

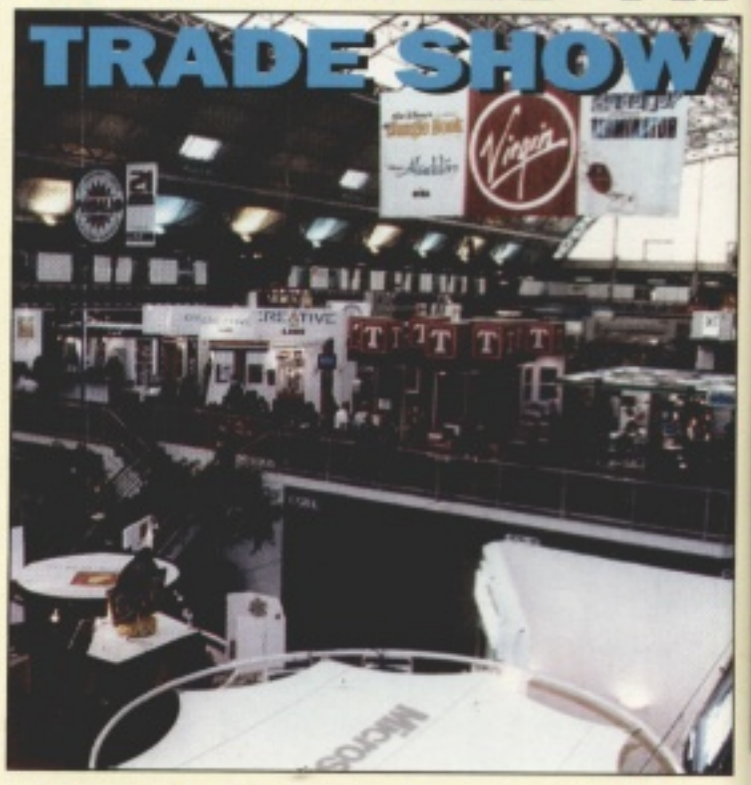
ACHIME SHIMAE NYANKO

Zamuse • JAP • 8 Mbit • February '94

At least, that's what we think it's called. We've been having trouble with our... (*Awwwwww! Look at the little pussies! They're all pink an' blue an' they lick their tummies an' scratch their ears an' chase their tails! And they have fights, too, but they don't hurt each other. Not with their claws or anything. And two people can play – Lisa.*)

zLisa! Haven't you got some work to do? Stop sitting there looking at the ickle kitties!

NINTENDO SWAMPED AT TRADE SHOW



The ECTS, held at the Business Design Centre in Islington is probably the best-attended showcase for the industry.

We occasionally mention the ECTS, or European Computer Trade Show in *Super Play*. And why not? It's the biggest outside America and it acts as a bizarre kind of industry indicator. If some company or product is attracting loads of attention at the show, then you bet it's going to be big.

Nintendo had, in just one day (the show ran for three, from 5 to 7 September), over 900 visitors to their stand. Mike Hayes, the UK marketing manager called it 'a trading and publicity success for Nintendo'.

One of the conferences being held at the ECTS was entitled Develop!, and boasted an attendance of many of the best developers and designers in the electronics world. News of the conclusions they all reached hasn't filtered out yet, but much interest was paid to Silicon Graphics and their forthcoming tie-in with Nintendo of America.

Nintendo are stepping up their show appearances. In the US they've always made a strong turnout for their twice-yearly Consumer Electronics Shows, but it's only in the last couple of years that they've strongly supported shows like Future's own FES.

ALFRED CHICKEN

Mindscape • UK • 8 Mbit • January '94

Everybody's heard of this edible bird-like geezer, thanks to Mindscape's impressive playing of the PR game. He even stood for election at Christchurch, remember. But as the release date is now known, we decided to show you some early pics.

The graphics will be filled out, but already you can see that the main character is packed with animation, even if he is a little corny (Corny – he's a chicken. Geddit?). The size of the levels is something that, according to Mindscape's James Morris, 'will blow your socks off'. The NES and Game Boy versions were impressively big and fun to play, so there's no reason why we can't ex-pecked (!) a great game on the SNES.

Next month we'll have the big review, if we're clucky, that is.

No. Forget I said that. Nothing must poke fun at Alfred and his world of incredible cute.

THE ULTIMATE PARTY ANIMAL IS HERE!

Spring has sprung and a young man's fancy turns to thoughts of...KIWIS!

At least if you're a Tazmanian Devil and especially if you're TAZ, the wildest and hungriest inhabitant of the Outback.

You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tazmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:

"GRRR/&*(%$!!!"

"Superbly polished product, mountains of fun... simply brilliant!"
Super Pro 90%

"Full to bursting, overflowing with characters and hazards."
Super Action 87%

"A cracking racing game... a treat to look at!"
Snes Force 86%

T•HQ International

Original Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION

Coming Soon for GAME BOY

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During Japanese commercial breaks, in amongst the hair conditioner and throat lozenges, are ads for Super Famicom games – ads that make all that 'Will you reach the end?' stuff look a bit sick. From the comfort of his well-worn settee, Rik Haynes reports on the best of them...

LIVE FROM HELL CITY

by Rik Haynes & Studio Hell City, Japan

STREET FIGHTER II TURBO

Capcom ▪ 20 Mbit ▪ Out now

Capcom's marketing staff pulled out all the stops for their *SFII Turbo* TV commercial during the Summer. Surprisingly, nobody bothered to include a single shot from the video game itself.

As the camera swoops over a jungle...

...we spot Guile running athletically through the foliage.

Next we see him flexing his muscles and looking 'ard by a waterfall.

Now he's in the courtyard of a Thai temple. With Vega!

Vega immediately discards his cloak, and they both battle it out.

Finally, the nearest you get to seeing the actual game.

SUPER GODZILLA

Toho ▪ 12 Mbit ▪ December

Rubbery monster movies are still tops in Japan, as are the rubbery games they inspire.

Isn't that an over-sized dilophosaur? Thought so.

SUPER PUYO PUYO

Banpresto ▪ 8 Mbit ▪ December

Remaining faithful to the original, Banpresto's promo for *Super Puyo Puyo* is pretty weird. A young girl idol is tucking into a triple scoop of ice-cream when it suddenly becomes green and slimy – because this *Tetris* clone features multicoloured blobs, instead of boring old black-and-white blocks. For a totally unfathomable reason, the coin-op *Puyo Puyo* has been immensely popular in Japan for over a year now, as has the Mega Drive conversion, and the Super Nintendo version is eagerly anticipated.

It's set in a bowling alley. The girl (naturally) who's playing picks up a ball and prepares to throw it when – erk! – it turns out to have eyes! Her hair goes all sort of funny, and she shouts something in Japanese.

GHOST SWEEPER
Banalex ▪ 8 Mbit ▪ Out now

Inspired by the 'body conscious' girls who hang out at trendy Japanese nightclubs like Juliana's in Tokyo, *Ghost Sweeper* is a raunchier version of *Ghostbusters*. Riko Mikami and her able assistant Yokoshima have supernatural powers and a lucky charm to ward off evil spirits and possessed schoolgirls. Their skimpy outfits leave nothing to the imagination. No wonder the voice-over to the TV ad excitedly screams out 'Nice body'. Somebody should have a word with Mario about his wardrobe – there could be a Chippendale underneath those grimy dungarees, itching to burst out. (*Yikes! – Ed.*)

It starts off sensibly enough – a nice cartoon sequence.

But then, erm, this sort of thing starts happening.

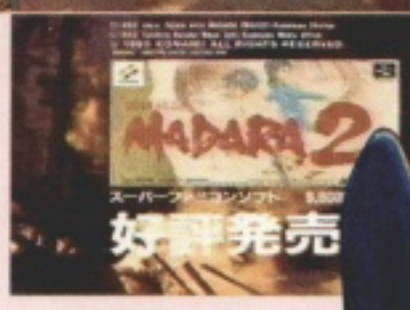
The game does get a look-in, so there's some hope.

And there we are. Look – it's got the release date and everything.

Nomination for the 'Best Video Game Advertisement To Grace Our Television Screens Award 1993' goes to Nintendo's teaser campaign for this racy little number. Not even *Wacky Races* was this thrilling, so why didn't Nintendo parade this top production over here?

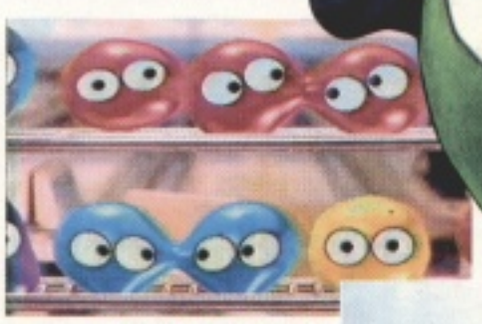
MADARA 2
Konami ▪ 12 Mbit ▪ Out now

Konami obviously spent loads on the ad for their big RPG – most of it consists of buildings going up in flames. Those famous sepia-toned kids are in there too, though.



This is what you are meant to buy.

They've *all* got eyes!



Every single one!

You get to see the game as well.

'Aïe! My ice-cream!'

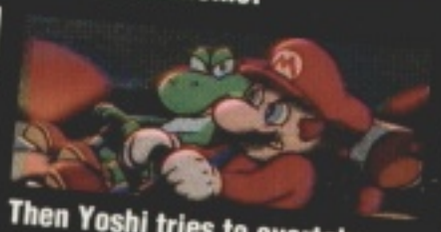
SUPER MARIO KART
Nintendo ▪ 8 Mbit ▪ Out now

Mario and Yoshi are leading the pack, but the rest are lapping at their rear bumpers.

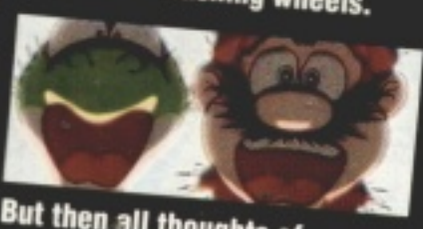
Bowser catches up and lobs a green shell at Mario. Is it all over for the plucky plumber?

No – Mario ducks at the last moment, and the shell arcs over his head...

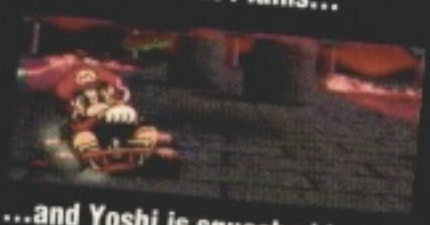
...and Bowser's sneaky trick backfires, giving him a taste of his own medicine.



Then Yoshi tries to overtake. It's nail-biting stuff – sparks fly from their clashing wheels.



But then all thoughts of competition are gone as they enter the Donut Plains...



...and Yoshi is squashed by a falling Thwomp, leaving the field clear for Mario.

Meanwhile, Daisy distracts Donkey Kong Jr's attention with a banana...

...Sending him spinning off into oblivion. Does Mario triumph in the end? We're not telling.

FANTASY QUEST

by Rik Haynes & Studio Hell City, Japan.

This month Rik Haynes and our pals at Studio Hell City bring you some fantasy game news and previews for those with an interest in this sort of thing. Which would be all of you, if there was any logic to the world...

A moment of kitchen trauma and a deadly grey blob attack in *Ranma 1/2* – the RPG.

TORNECO'S GREAT ADVENTURE

Chun Soft ▪ 12 Mbit + BB ▪ Out now

The chubby, cheerful merchant from *Dragon Quest* is grabbing some of the limelight for himself in Chun Soft's much-hyped Action RPG. Torneco's dream of becoming the richest merchant in the world is set to come true after he learns of the Dungeon of Wonder and the Ultimate Treasure hidden inside. Normally he likes nothing better than some home comforts and a good wine, but he decides to take the plunge – quite literally – and track the treasure down. (But, as nobody has ever returned from the Dungeon, how did news of it get about..?)

Starting his journey with a loaf of bread, hope and little else, Torneco encounters a barrage of fiendish traps and blood-thirsty monsters. Tranquilliser gas, rock bombs and blobs of slime are particularly aggravating, and hinder his progress at every step.

As the dungeons change shape every time you play, the programmers have thoughtfully included an automapping feature. On his subterranean travels, our brave fool can fill his rucksack full of goods to use or sell in his shop. *Torneco's Great Adventure* is pure hack 'n' slash.

Phew – *Y's IV* uses a bird's-eye view, just like a proper, sensible RPG.

DRAGON QUEST I•II

Enix ▪ Cart size: TBA ▪ Late '93

Keen role-players visiting the Famicom Spaceworld '93 exhibition in Tokyo at the end of August headed straight for the first public showing of *Dragon Quest I•II*. First released on the Famicom in 1986 and 1987, the first two games in the *DQ* series live on on the Super Famicom, taking a similar approach to the compilation cart idea successfully pioneered by Nintendo with the *Super Mario Collection*.

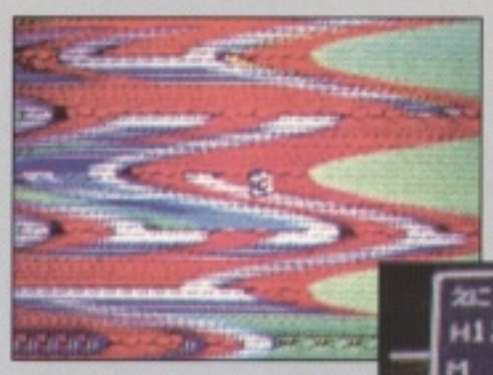
Apart from the obvious improvement in presentation, details of other tweaks remain a well-kept secret, particularly with regard to whether the designers have fiddled with the gameplay in any way. The original *Dragon Quest* only had 10 spells; the latest version sports nearly 60. It's possible that they'll add more spells, but such a move could affect the whole balance of the game.

It's been said that *Dragon Quest II* is one of the hardest adventures in the series. Players have a hard time exploring its ruins and towers because of difficult puzzles, strong monsters and the multitude of traps. It's rumoured, that the SFC version will be easier to master. Even crucial facts like the exact release date and cart size aren't yet known.

Behind their smiles and friendly manner, the workers staffing the Enix stand were keeping everything close to their chests, but a few clues did emerge from the brief demonstration we got. The biggest benefit of this overhaul, the introduction of easier-to-understand kanji characters, will sadly mean nothing to players who don't know their katakana from their hiragana Japanese text. But the improvements in user-friendliness don't end there. The battery backed-up save game option

A brief respite from the Japanese text bombardment.

Déja vû? You'll have seen this chap, the star of the *Dragon Quest* games, on the cover of issue 12, promoting our RPG special.



This wibbly effect is new to the Super NES version – it's a spell being cast.

We've no idea what any of this stuff means.

will impress veterans who had to suffer the tiresome Spell of Resurrection passcodes in the 8-bit carts. Plus, originally, the graphics were basic to say the least – spells made the screen flash, and weapons made it shake. Now we actually see the individual visual effects of these actions, and the images are every bit as good as those seen in *DQV*. Look out for further reports in the coming months.

RANMA 1/2

Toho ▪ 12 Mbit + BB ▪ Out now

Having already made it across to the Super Famicom in a couple of beat-'em-ups, anime hero Ranma Nibunnoichi is now trying to rescue his younger brother Genma from the Red Cat Group in an RPG, based on the best-selling manga title by Rumiko Takahashi. His task is to find a Star Crystal before the cat-like gang of thieves get their grubby paws on it.

The dilemma which then unfolds is a no-win scenario. Should Ranma swap this magical gem for the safe return of Genma, or selfishly use it to lift the ancient Chinese curse and stop him changing into a girl on contact with cold water? *Ranma 1/2*, subtitled *Secret Treasure Of The Red Cat Group*, contains above average graphics, although fighting fans may be disappointed with the primitive combat system. Developer Rumic Soft is making a big thing of the BGM and the way it effortlessly enhances the story. The game has loads of Japanese text, so be wary.

Y'S: MASK OF THE SUN

Tonkin House ▪ 12 Mbit + BB ▪ 19 November

The *Y's* saga is a firm favourite for owners of exotic Japanese computer and video game machines such as the PC engine, the PC-9801 and the FM Towns, but so far the Super Famicom has had to make do with an odd side-view version of the game – *Y's III*.

This popular soap opera is pacier than, say, *Dragon Quest* or *Final Fantasy*. Adol Christin is a young adventurer who keeps landing himself in hazardous, and often hopeless, situations. In *Mask Of The Sun*, Adol finds a message in a bottle from somebody who needs help, and sets off on a dangerous expedition to discover the lost city of an alien life-form far more advanced than humans. This outing reportedly has a lot in common with *Y's II*. And, funnily enough, *Y's IV: Dawn Of Y's* should arrive next month on the PC Engine Super CD-ROM 2.

Oh no! Torneco seems to have made *two* baddies.

If you think this looks fun (now stop that...), check out the fabulous TV ad in Live From Hell City.

All that kit and he couldn't even find a dressing gown.

MORE FROM ENIX!

These people obviously care very, very deeply about fantasy games...

The heroes of the gorgeous-looking *Gaia Gensoki*, with pig in pursuit.

DRAGON QUEST VI

Enix ▪ Cart size: TBA ▪ 1994

Promising a freer system where the player can do his own thang, *Dragon Quest VI* will be more like *DQIII* than *DQV*. Although, having said that, the designers at Enix and Chun Soft have confirmed its AI battle combat system will be just as good as *Dragon Quest V*. And, of course, new magic and items are being added to the mix. It's not clear quite how far this project is down the production line as yet, but *Dragon Quest IV* shouldn't be as long in its development than previous titles in the series. Chun Soft is also devising the Kamitashi Noyoru 'sound novel', which is due in May next year.

BRAIN LORD

Enix ▪ 12 Mbit + BB ▪ January

Humans, dwarves and fairies live peacefully together until disaster strikes. This one's an Action RPG with a capital 'A'.

GAIA GENSOKI

Enix ▪ 16 Mbit + BB ▪ Early '94

Yet another Action RPG. Its collection of critters appear to have been influenced by the *Star Wars* movies – apart from the divebombing seagulls, that is.

The graphics in *Gaia Gensoki* look jolly good indeed. And they ought to – it's on a 16 Mbit cart.

ITADAKI STREET 2

Enix ▪ Cart size: TBA ▪ Early '94

Yugi Horii, scenario writer on the *Dragon Quest* series, has been granted time out to produce this sequel. Unusual is the word that immediately springs to mind.

This fine-looking fellow stars in *Brain Lord* (above).

BRAND NEW SNES PAL GAME AVAILABLE DEC 93

This is Golf! Play for cash and thrill to the amazing mode 7 graphics. It's great in play and the competitive aspects adds to the proceedings.
"One of the best all round golf games"
Steve Atherton Super Action.
Available from all major game Specialists.

IREM SKINS GAME

SUPER ACTION.....89%

SUPER PLAY.....83%

KISS UK LTD

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South Grove
London, East 17

IREM CORPORATION

TURBO TURNS UP EARLY

After gloomily telling everyone that they wouldn't be able to buy a copy of *Street Fighter II Turbo* in this country till, ooh, November at the earliest, those tricksters at Nintendo confounded Britain by sneaking copies into the shops as early as 29 September. That's a good month ahead of Sega's version of the game, which is supposed to be going on sale as this issue of *Super Play* reaches the newsstands. 10,000 copies of *Turbo* were shipped into the UK early (along with specially-printed 'Gotcha' T-shirts), both to get one over on Sega, and to soak up some of the demand for import copies of the game. *Street Fighter II Turbo* costs £59.99.

Left: It's official! *SFII Turbo*'s alive and kicking.

Right: Here's Clur modelling the 'Gotcha' shirt. Thanks Clur.

FROM A DISTANCE

Okay, so it's another 'joypads' story. But these are just about the most luxurious models you can buy, and come from popular games publisher Acclaim. What's special about Dual Turbos is that they're remote control, and will coax Mario (or whoever) around the screen from a distance of up to 25 feet away. And they're got all the usual autofire and slow-motion facilities as well. Dual Turbos go on sale in December, and a pair of them will set you back £49.99. No, really, they will.

Another item for your Christmas stocking?

IT'S... THE SUPER QUIZ!

Perenially the least hated part of *Super Play*, the Quiz returns from a gruelling round-Wiltshire yacht race in which it came last, owing to the adhesion of a particularly large and unhydrodynamic remora.

Let's have a peek at those questions, eh? Answers on page 106.

EASY

1) Who plays Bruce Lee in the kung-fu film *Dragon*?
2) What's the name of the bloke in the game *Flashback*?.
3) Who wrote *Game Over*?

NORMAL

1) What is Sam Neill's character called in *Jurassic Park*?
2) What does the word (or words) Nintendo mean?
3) Elton John's a SNES fan probably, but what's his real name?

HARD

1) What plane features in the game *Crash And Burn*?
2) What two countries in the world fly this plane?
3) What are the Crash Dummies called?

PREHISTORIK MAN

Titus • UK • Cart
size: TBA • Early '94

Finished *Joe & Mac*? And *Chuck Rock*? Hankering after more caveman-related fun? Luckily, Titus are currently working on another Stone Age saga to add to your collection, based on a series of computer games that they've been doing for ages. We've played a very early version, and it looked great, with really nicely animated character and some great baddies. But it's impossible to say for sure whether *Prehistorik Man* will be any good till we've played the finished version, next Spring sometime. Obviously.

Fly Jurassic Airways.

BLABBERMOUTH
with Kris and Tel

Every month, without fail, we 'jack in' (to use the slightly passé term) with Kris and Tel, those two lovable, cheeky robots, as they discuss the latest gossip from around the Nintendo world. This month they've oiled their, er, ear holes and have been on the long-distance line to Japan. They're not always 100 per cent right, but at least they try. So let's hear their version of recent events.

☎ Tel? Are you there? Oh good. Anyway, I've heard that work is being planned on the Super Nintendo version of *Super Street Fighter II*. This would be a massive game, and one I'm thinking of starting to save up my pennies for. Could you imagine being able to play Cammy, Dee Jay, Feilong and T Hawk on your Super NES? It would absolutely be the best.

☎ Jeepers, Kris. You're right. It would be completely incredible. Meanwhile, I've been sniffing around in this country. It seems that Hornby Hobbies, the people doing the Superdeck, are planning to release a remote control unit that you clip onto your favourite Super Nintendo controller. It'll be small and light enough to leave your hands free to pummel the buttons, but will allow you to wander around your living room at will. And it should cost under £10. Something else for you to save up for, eh Kris?

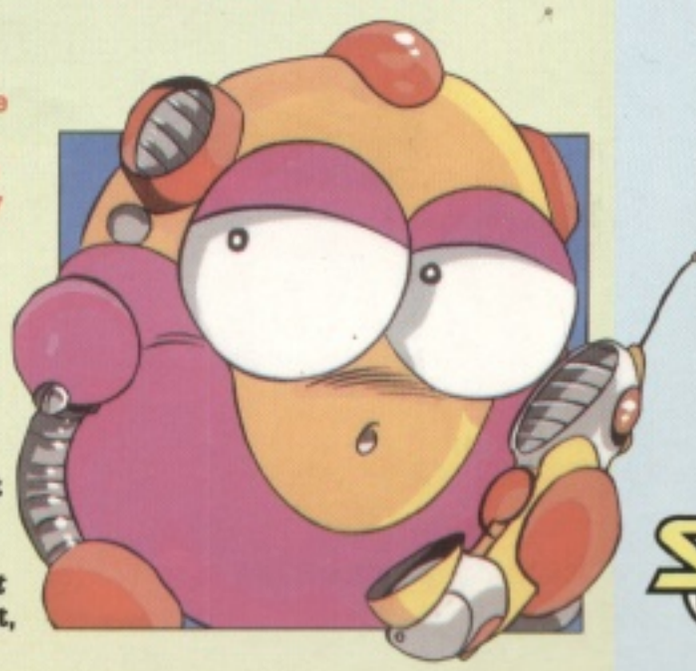
☎ I'll be totally broke if I buy all these goodies, Tel. Anyway, I heard on the grapevine that Hornby are also supposed to be making working ovens for five-year-olds. They're a pretty innovative company, that's for sure. But, back to the world of Nintendo. I've been given a sneak preview of the new advertisement campaign that's going to be run on the telly by Nintendo. The company doing them is JWT, makers of the great Lion chocolate bar ad, as well as that commercial for diamonds, where they hang them on a shadow lady. It's really marvellous, Tel.

☎ I see. Well I've been peeping across to America, where Black Pearl, who used to be THQ, are doing *Akira*. Apparently, it's going to feature all the best bits of the film, and already they're packing so much into the cart that it's starting to bulge at the seams.

☎ Surely you exaggerate, Tel. Such a thing is extremely unlikely. But, anyway, my robotic sources inform me that there's just about to be an influx of top Japanese SNES goodies, like sweets, cakes, buns, crisps and all manner of top Christmas fare. It's a pity that we're synthetic people running on electricity, and, as such, are unable to ingest foodstuffs like those lucky humans can.

☎ Yes, Kris, and my friends at *Super Play* inform me that they will be covering all these delectable items, as well as loads of toys and stuff in the January issue. Maybe I should remind them to put in on the Next Month page at the back of this ish. Oh, and one thing – last month we said that Konami might have a hand in *Street Fighter III*. This, I've since found out, is complete rubbish. I blame the poor quality of the phone lines between here and Japan. Capcom are the people doing *SFIII*. Anyway, I hear my parents returning from the scrapyard. I'd better go before they extract my rivets and pour mercury into my visual receptors.

☎ Ugh. I don't want to keep you talking, Tel. Not if they're threatening to do that to you. I'll see you around, my metallic mate.



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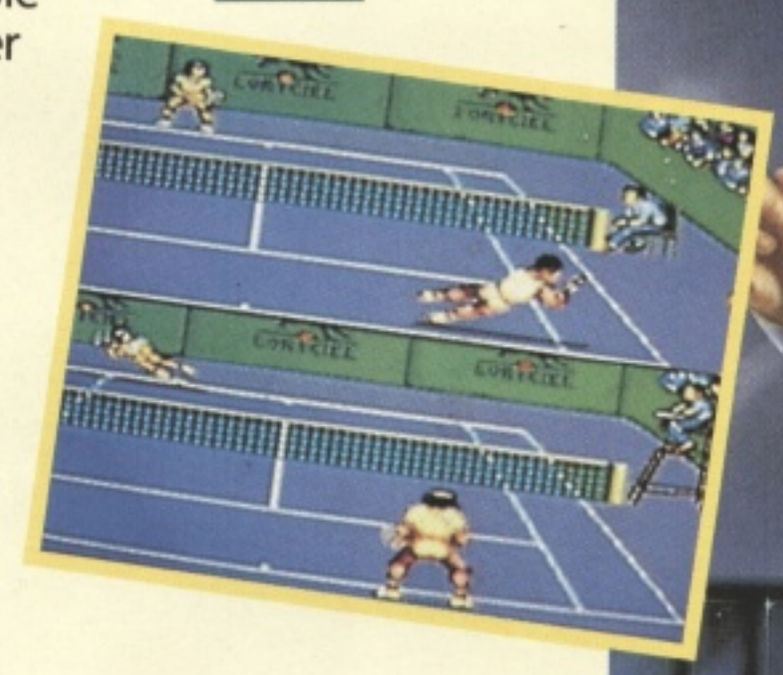

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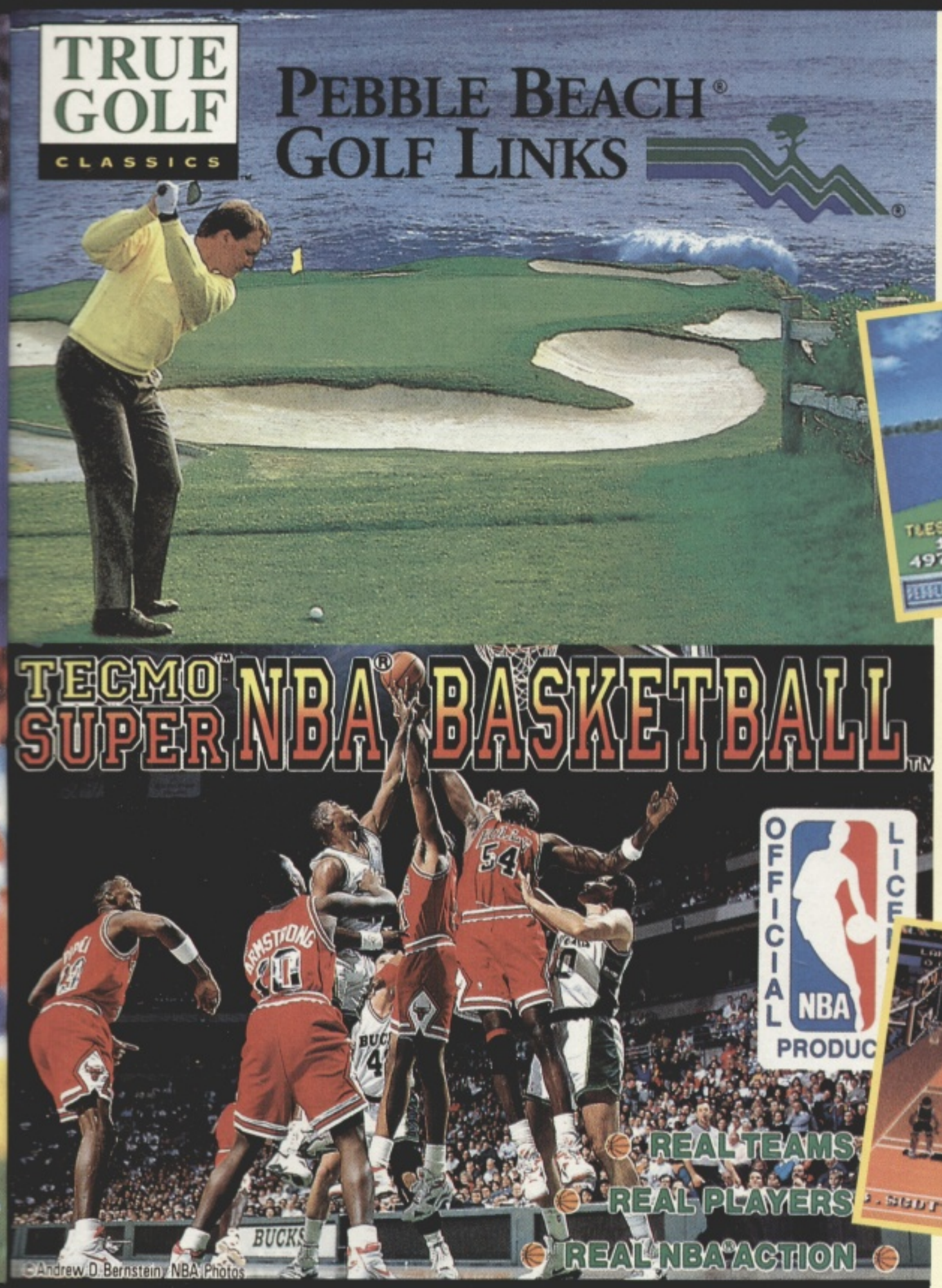

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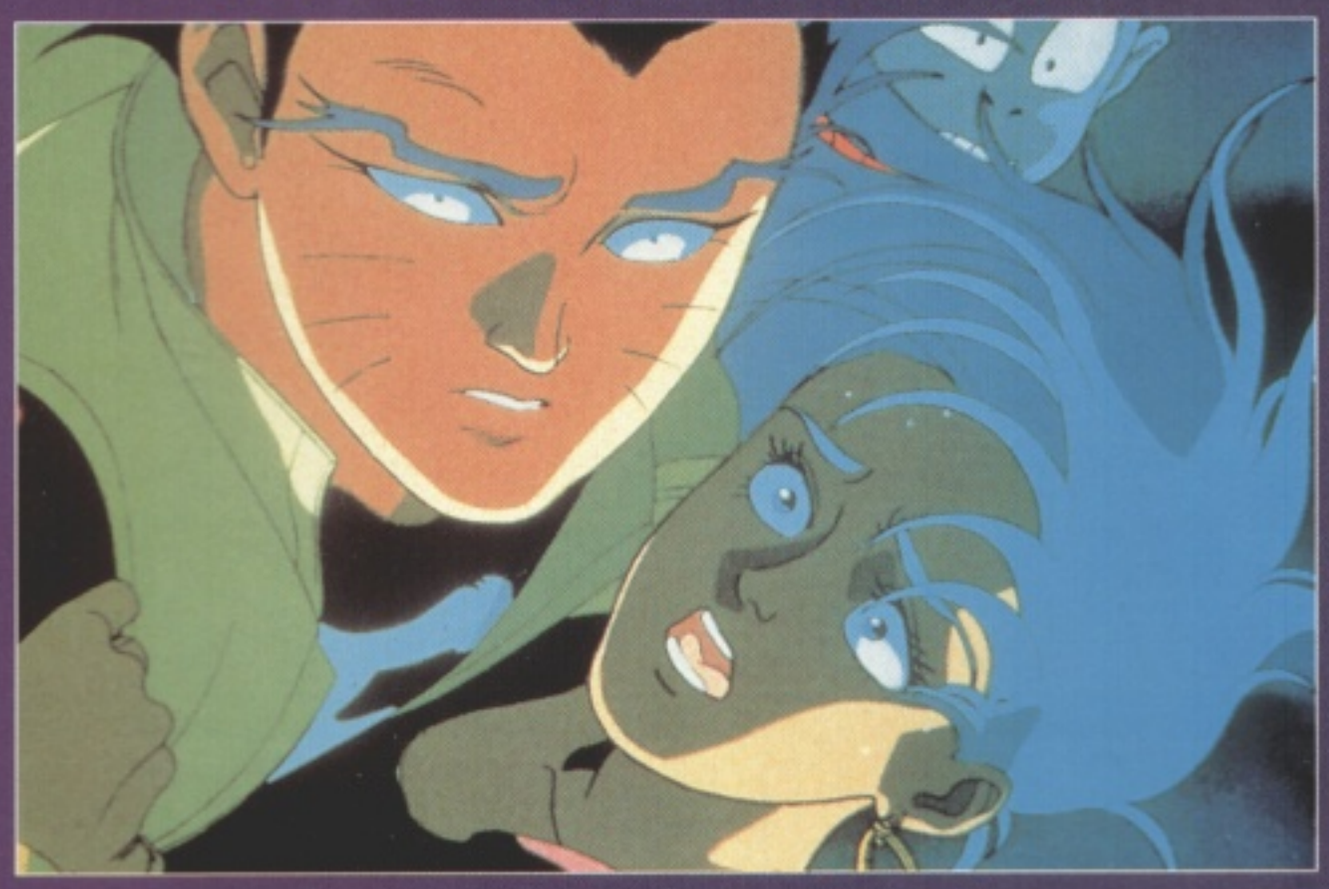
ANIME WORLD

THE HORROR OF IT ALL

From behind her settee, Helen McCarthy reports on the darker side of anime. It's not all blue-eyed school kids and giant robots, y'know.



This, readers, is *Legend Of The Overfiend*. A rollicking, slam-dunking, tongue-gouging tale indeed.

One of the best things about being the editor of an anime magazine is that you get a very superior category of junk mail. In with the usual book club special offers and double glazing leaflets come video release announcements and review copies, and not just from the UK but from America and Europe too.

The latest thing to come through my letterbox was an announcement from the American anime publisher US Manga Corps that their Anime 18 label is releasing a boxed set of *Urotsukidoji: Legend Of The Overfiend*. And not just the two movies that have been released on Manga Video, edited from the original five-tape video release by the director, but all five tapes, uncut and subtitled. The movies are being released as English dubs for the mass market, but USMC felt that there are enough anime horror fans out there in America to support a more specialised presentation.

Hard on the heels of this announcement came details of the October release in this country of *Wicked City*, Manga Video's version of one of my favourite films, *Yoju Toshi*, also known as *Supernatural Beast City*, a big hit on the fan circuit. And there are plenty more where they came from – horror is a popular anime genre, with a big range of titles just waiting to be dubbed or subtitled for the West, ranging from the fairly crude and very gross titles included in series like *Dreamy Express Zone* (schoolgirls, exploding clothes, tentacles, limited animation) to subtle, sophisticated and very stylish City Gothic chillers like *Cyber City Odeo 808*. But how do they fit into the anime scene?

Tales from the *Wicked City*. Here you see some bloke wielding the power of life and death, the power of total mortality. In fact, it's a hand-gun. Although the Japanese are fond of their magical demon powers, they're still partial to a decent gunfight.

MYTHS & LEGENDS

Horror stories have always been a staple of Japanese folklore and literature, and the vampires and demons are as much a part of the Japanese countryside as foxes and badgers – which were also often portrayed as part of the spirit world. The modern urban Japanese might scoff at the stories his grandmother believed in, but in anime and manga he can find acceptably up-to-date versions of the old myths, enabling him to carry on enjoying horror stories from the spirit world without looking a total nerd to his friends. It's a bit like the replacement of the old Hammer Horror ghoulies by Jason and Freddy Kreuger (though the Japanese versions have infinitely more style).

Horror stories have been around since the earliest days of manga, and since the anime industry boomed in the aftermath of World War II it would be surprising if there *wasn't* a strong horror influence. However, the boom in anime horror really got off the ground with the arrival on the manga scene of a young artist and writer called Nagai Go.

Left: Devilman, looking quite hard.
Below: *Wicked City*. The people in anime and manga seem to be very young. This is deliberate. But you also get 5,000 year-old demons.

Wicked City – an everyday story of violence, the power of destruction and the survival of mankind.

GO, NAGAI GO

Nagai started out as assistant to a famous comic artist called Ishinomori Shotaro in 1965. His apprenticeship was a horror story in itself – working 20 hours a day, frequently falling asleep at the drawing board, a courier always standing at his elbow waiting to rip the pages off the board the moment they were finished and take them straight round to the publishers. It was 18 months before he got his first holiday. He spent the break producing his own manga, and soon established himself as a superstar in the field, with his own very definite ideas about the kind of characters he wanted to create. In 1972 he introduced the character generally thought of as the first of the anti-heroes of anime horror – Devilman. Films, TV series and OAVs (original animation videos) followed Devilman's manga debut, and the saga is one of the classics of both manga and anime history.

DEVILS & DEMONS

Devilman is an ordinary teenager, Fudo Akira, who becomes half-demon so that he can gain the strength to fight the demonic forces trying to take over mankind. Despite his demon-enhanced powers he doesn't win easily – his most recent excursion, *Devilman Versus Silene*, has him tangling in aerial dogfights with a gorgeous three-quarters-naked bird demon (*Splutter – Ed.*) and ending up half dead. Akira's tortured nature (not to mention batwings, tail and stunning physique) won him a legion of fans and encouraged the exploration of the supernatural by other manga and anime writers.

The fascination in allowing a seemingly good character to mix with, and become infected by, evil in order to understand it, and so fight it more effectively, had instant appeal. Horror scenarios where bloodsoaked but well-intentioned anti-heroes fight off demons became more and more widespread, and although the demons are generally defeated by a narrow margin, they give as good as they get.

Right: *Wicked City*. Who's a good doggy. Have a bone, little doggy. In fact, you'd better have two bones.
Below: *Legend Of The Overfiend*. Don't you just hate it when your brain comes out of your mouth to take a peek at the outside world?

Wicked City, however, is a noteworthy successor to *Devilman*'s horrific tradition. It was made by Madhouse for Japan Home Video in 1987 – coincidentally, the year of both the first *Devilman* and *Urotsukidoji* OAVs. The hero is a member of a psychic division of the police force set up to deal with a demon infestation in the city. The demons come in human form to begin with, but transmogrify into a variety of terrifying shapes; our hero experiences this personally when the young lady he takes back to his place after a night out turns from a very affable companion into a half-spider with teeth between her legs (*Erk – Ed.*) and scuttles off down the side of the apartment block. (Let this be a lesson to those of you who pick strangers up in bars.)

However, not all the demons have evil intentions. The elegant girl who's his partner for this assignment is a demon who hates what her people are trying to do and wants the two races, human and demon, to live in peace. Together they're supposed to be protecting a lecherous midget psychic who's been brought in to help fight the enemy, but the combined actions of demonic forces, including the demon cop's former significant other (cue more gratuitous demonic sex) and the midget, who's determined to get out to the pleasure quarters (yet more gratuitous sex), mean things go horribly wrong.

Wholesale destruction of personnel and property precede the last battle, set in and on the roof of a church, in which the midget proves that size is less important than sheer bloody-mindedness and the partners discover there is hope for peace after all.

INNOCENT ABANDON

1987 was the year before *Akira* was released, and the trend towards more realistic character drawing and strong urban scenarios, which gave Otomo's work so much of its appeal, was already well established. The characters and settings of *Wicked City* are recognisably contemporary. The biggest difference between this and *Urotsukidoji* is that all the characters starring in *Wicked City* are above the age of consent. There are no scenes of schoolgirl rape or teenage angst; all these characters are old enough to know what they're doing and have left innocence behind to explore their own dark sides. Nor is humanity totally helpless, as it is in *Urotsukidoji*, against the power of the demons; their complete ruthlessness and will to live is matched by the sheer determination of the humans to survive against any odds. Like *Akira*, *Wicked City* is set in a world where things are not always clear-cut, and there are no non-combatants in its battlezone.

So those of you who are lamenting the fact that your bog-standard PAL-only video set-up prevents you from rushing off to mail order the uncut NTSC version of *Urotsukidoji* from the States needn't feel deprived. *Wicked City*, with its intelligible storyline and intelligent, adult characters, is horror-tailored to modern urban life. I think you'll like it.

ANIME CONTACT

Anime UK magazine, 70 Mortimer Street, London W1. £3.50 from good SF/comic shops. *Anime UK* is also available mail order from the publishers + 70p p&p.

SUPER PLAY'S HOT LIST

Yet again, the team stand, emotionally naked, with their fave games in full view.

JAMES

'*Aero The Acrobat* is what I get up to in the privacy of my own home. My shouts of frustration and, occasionally, joy can be heard by all my neighbours, and when I realise I've been getting too carried away, I sometimes yell out random girl's names just to make them think I'm not alone and completely mad.'

JONATHAN

'What else but *Jurassic Park*? I firmly believe that with the enormous interest in dinosaurs at the moment, evolution will actually regress, leading to the extinction of man and the re-emergence of the sauropods as the dominant species. They'll advance their technology and will soon be making sit-coms far more amusing than anything that we've ever thought of.'

SUE

'I've been playing *Mr Nutz*. What with Winter gripping the land, I sometimes wonder where all the little squirrels go. I'd love to find their sleepy little nests, deeps in the warm leaves in an old tree. I'd tiptoe up to the hibernating, nut-filled furry bodies and let off an air-horn.'

ZY

'There are some dark secrets that mankind was never meant to know. The end sequence of *Zombies Ate My Neighbours*, for example. I've been playing it for ages, but always get too scared and have to dive behind the sofa. All those sinister bedraggled figures shambling towards me through the half-lit haze... Or was that the Back To The Planet gig I saw?'

LISA

'I like being the little fairy from *Mario & Wario*. It's great being able to steer Yoshi over the spikes, trusting to my skilful mouse control to keep him safe. Every time he falls onto the razor-sharp spikes, I feel as if I'm impaled there. I'm just so good at empathising with him.'

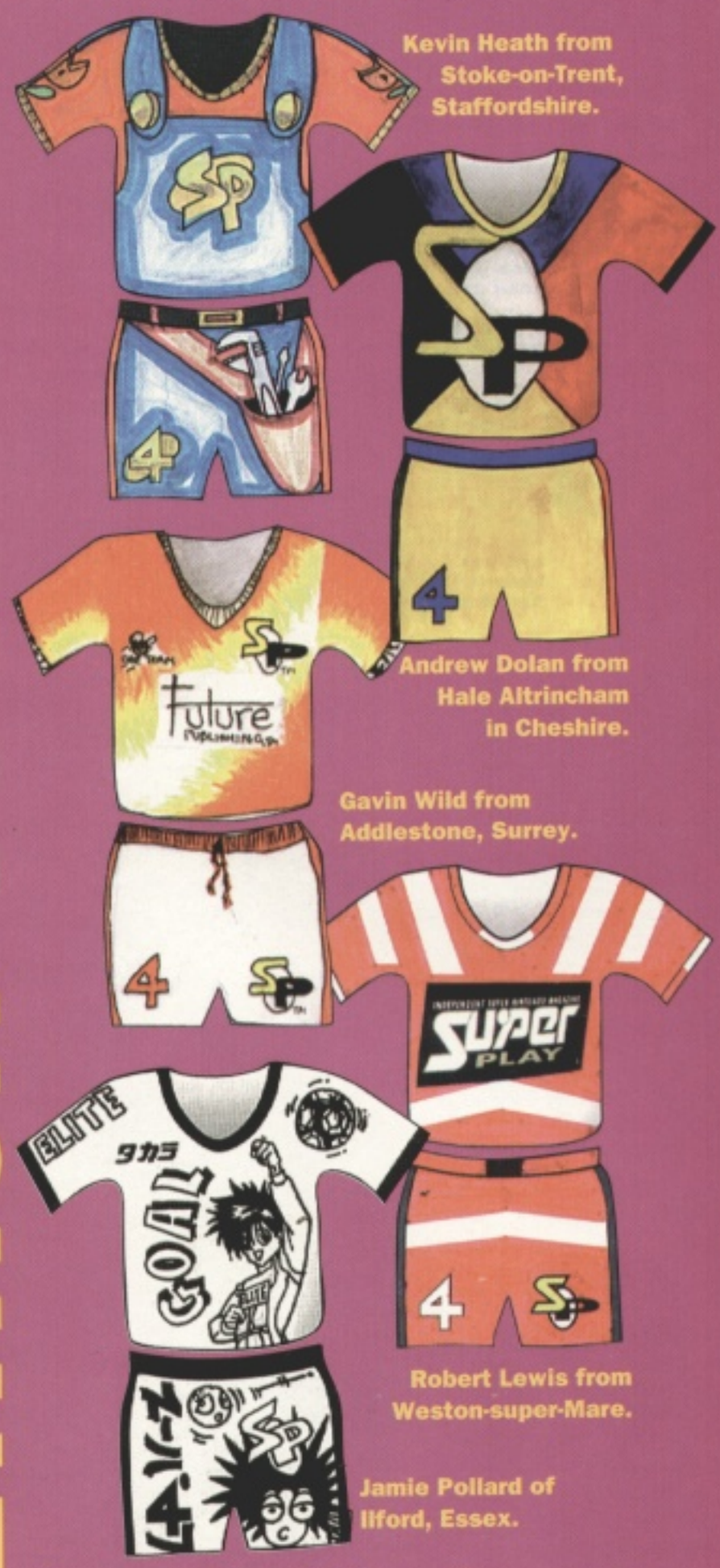
JAMES B

'Being the new lad in the *Super Play* office, the rest of the team forced me to do a crash course in *Street Fighter II*. Luckily, my college years weren't completely wasted after all and I know one end of a beat-'em-up from the other. In fact, I don't think I'm supposed to say anything here, but I actually thrashed both Sue and Jame–'(*Snip! – Sue and James.*)

WINNERS COMPETITION

DESIGN A SUPER PLAY FOOTBALL KIT

Remember the football kit that we asked you to design for the *Super Play* team back in issue 11? Well, we've now chosen the five best strips of the hundreds that we've received in the office. And the winners of the five famous Arkwright's traditional football shirts, kindly donated by Elite, are:



Kevin Heath from Stoke-on-Trent, Staffordshire.

Andrew Dolan from Hale Altrincham in Cheshire.

Gavin Wild from Addlestone, Surrey.

Robert Lewis from Weston-super-Mare.

Jamie Pollard of Ilford, Essex.

Dressing-Up Compo

In the same issue we asked you when you should wear a white bow tie and when you should wear a black bow tie. Loads of people suggested that you should wear a black bow tie with a white shirt and a white bow tie with a black shirt, but, unfortunately for them the *correct* answer is that you wear a black bow tie with a dinner jacket and a white bow tie with tails. So there. The 10 lucky winners of Game Wear T-shirts are:

Andrew Smith from Sanderstead, Chris Harris from Bristol, James Digby from Newark, Martin Parry of Weymouth, Thomas Belknap of Winchester, Jonathan Westleigh of Newcastle, Alison Wright of London, Kelvin Morris of Edinburgh, Deborah Field of N Ireland and Mr Webber of Kings Lynn.

Radio One FM at the FES

The second Future Entertainment Show is here!

Simon Mayo, who is to replace Simon Bates on his slot on 25 October, will be broadcasting updates from the FES during Thursday 11th and Friday 12th of November. Simon wi;ll be joined by Jakki Brambles, who will actually be at the show, interviewing key industry figures, which probably means us, as well as talking to you about your favourite games. She'll also be reporting on what's happening generally at the show.

Simon Mayo, whose keen interest in video games has previously escaped our attention, will keep those unlucky enough not to attend the show fed with all the latest info from the FES. And there'll certainly be enough for him to talk about during his slot.

Simon will be joined by his top Radio One colleague, Neale James of Rock File fame, who will be hosting the Radio One roadshow for the full four days of the event.

And remember that the Nintendo Roadshow lorry will be at the show too. This'll be packed with about 70 SNESes, all bearing the latest magical Nintendo games, such as *Aladdin* and *Street Fighter II Turbo*. Another load of SNESes will be available to play on the balcony arcade section of the hall. It'll be brilliant.

And if you fancy a challenge, why not throw down your gameplaying gauntlet to Metro, the Nintendo official champion? He'll be at the show, ready to do battle with anyone who thinks they can take him. The added bonus could well be that as you play, you'll be on Radio One as well!

The second Future Entertainment Show

ACT FAST!

If you haven't got your FES tickets, you'll have to act fast. Phone the ticket hotline now and you might be in with a chance to get into the biggest video games show in the country. The show runs from Thursday, 11 November to Sunday, 14 November, and you can meet all the biggest software companies, as well as the teams of *Super Play*, *Total!* *GamesMaster* and *Game Zone*. Oh and you'll probably be on the telly, too, because loads of TV programmes will be recording there.

Beware! The ticket hotline closes late on 5 November. If you're reading this on 4 November, dial (051) 356 5085.

TERMINATOR 2 JUDGEMENT DAY

Only *Jurassic Park* has made our *Super Play* mouths open more widely than *Terminator 2*. It's the special effects, you see. All that Silicon Graphics T1000 morphing and stuff. Come to think of it, it's good news that Silicon Graphics are doing the new Nintendo console, eh?

Right. Back to *T2*. Acclaim are releasing *T2: Judgment Day* around the end of the year. You must know the plot of the film, so let's skip that. In the game, though, you get to play Arnold in the sections where he fights in the Hells Angels bar, finds John Connor, rescues Sarah, arms himself and smacks in the Cyberdyne building. Oh, and then you've got to take on the globby, reforming T-1000.

Like the Terminator himself, the game occasionally uses a head-up display system which provides you with loads of information, warnings and targets. So you can bet with a reasonable amount of certainty that it's got atmosphere, and remains fairly true to the film.

We'll be reviewing the game in the next issue (which will be our bumper tinsel-covered Christmas *Super Play*, don't forget).

And because we at *Super Play* are so incredibly nice, and to celebrate the imminent arrival of *Terminator 2: Judgment Day*, we've got together with Acclaim to do a competition. All you need to do is get the answers correct and you could win an expertly put-together, and professionally painted Terminator endoskeleton (Cyberdyne Systems Model 101). This is the first prize, and is worth over £100.

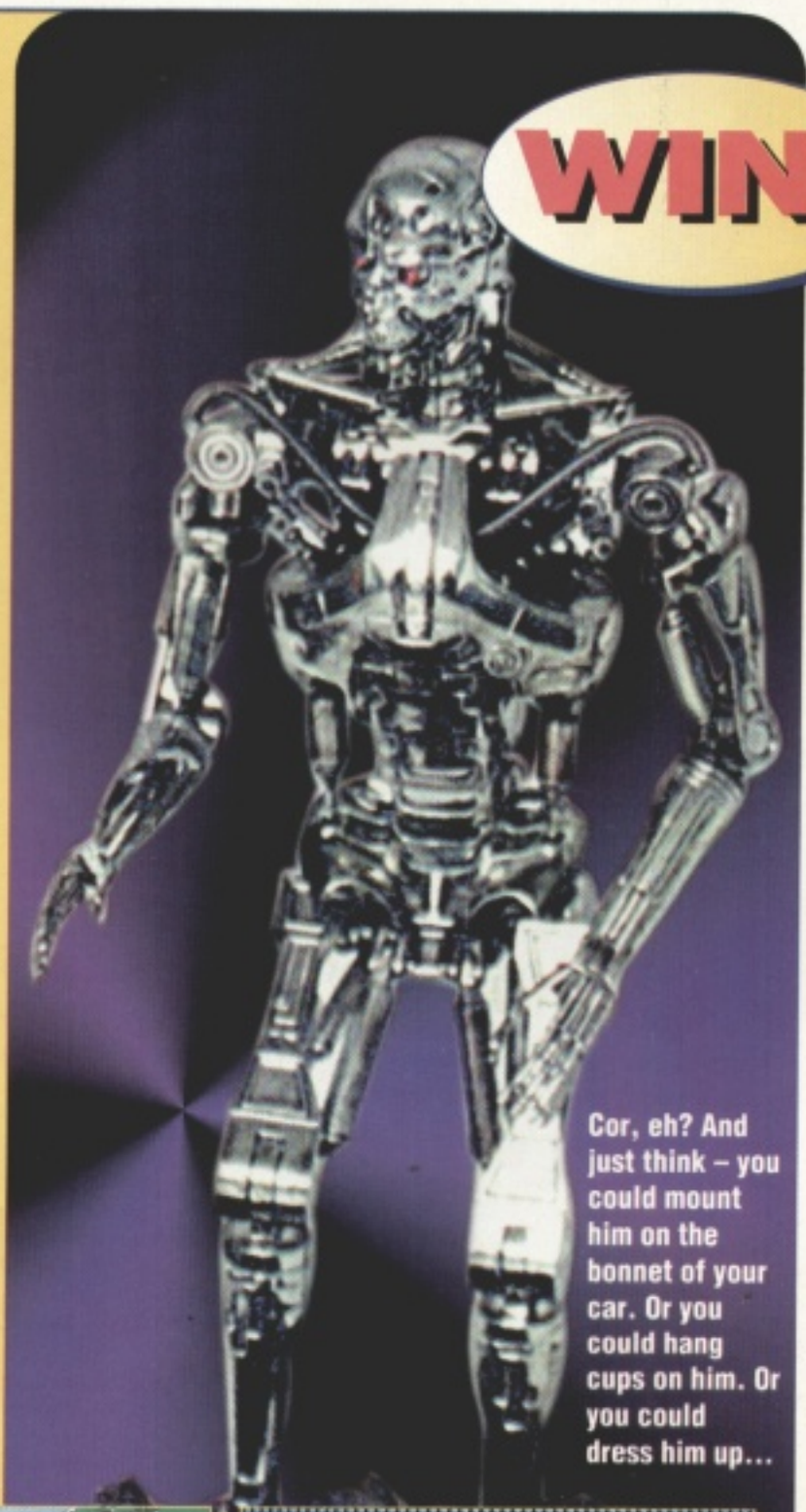
If you're right, but you aren't quite fortuitous enough to be first name out of the hat, you could win one of two unassembled kits of the Terminator. And the third prize is five metal boxed sets containing the *Terminator 2* video. Not bad, eh?

And here are the three questions to answer:

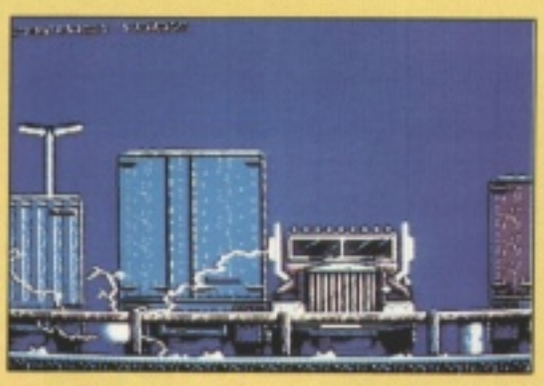
1) What name does John Connor introduce Arnold as when they're at the Mexican arms dump?
2) What make is the motorbike Arnold steals at the beginning of the film?
3) What is the name of the psychiatrist whose arm Sarah Connor breaks?

Pretty tough, eh? Send your answers on a postcard to; Terminator Competition, *Super Play*, 29 Monmouth St, Bath, Avon BA1 2DL. All entries must arrive before 30 November, if that's all right with you.

WIN!



Cor, eh? And just think – you could mount him on the bonnet of your car. Or you could hang cups on him. Or you could dress him up...



Top action scenes from Acclaim's forthcoming *Terminator 2: Judgement Day* game. I'll be back etc.

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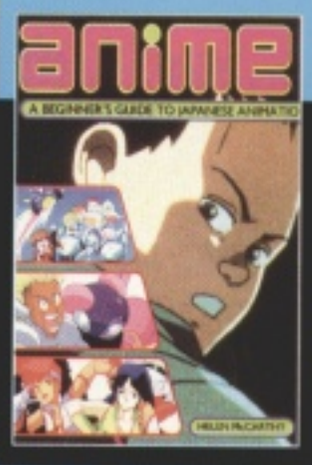
BOOKS

SNES-related reading matter, pre-digested for your easy consumption.



ANIME!
A Beginner's Guide To Japanese Animation
Helen McCarthy
Titan Books, pp64, £6.99
ISBN 1-85286-492-3

You've seen them overpriced in the gaming shops – Japanese imports with incomprehensible text, CD-ROM games with incongruous bits of real-time animation, and beat-'em-ups with strangely familiar graphics. Then suddenly you see the same characters appearing in video shops, but this time they've got names and backgrounds, and stories to tell. So what came first, the game or the animation?

Generally, it's the animation, and *Anime UK* editor and *Super Play* contributor Helen McCarthy helps to explain this confusing world in her new book, *Anime! A Beginner's Guide To Japanese Animation*. Packed full of biographies and synopses, the book is an excellent guide to the films that spawned the beat-'em-ups.

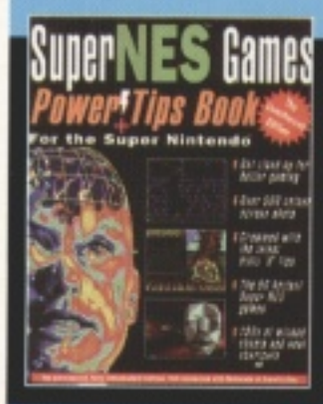
Ever wondered why the giant robots suddenly turned cute? You'll find it all here, as Helen catalogues the inscrutable motivations behind Super Deformed (SD) characters.

And just exactly what is that little doodah in the hieroglyphic puzzle game chasing after? *Anime!* can provide clues, with story backgrounds, along with discussions of the stories' impact back in the land of the Rising Sun.

Some CD games are tie-ins with anime serials like *Patlabor* and *Gunbuster*, a fact which the grey import shopper might not be aware of. With scenes from the anime, and plotlines that follow the original story, these can be difficult for the uninitiated to understand. *Anime!* is packed with helpful illustrations from the films to guide the Japan-innocent gamer, and, more importantly, signposts the places where the neophyte can get help, be it manga shops or support networks.

This isn't a cheat book, but it can function very well in pointing you towards the Japanese originals that inspire so much of today's Super Nintendo games, and if you find yourself picking up some tips and seeing some cool films on the way, then so much the better.

● **Jonathan Clements**

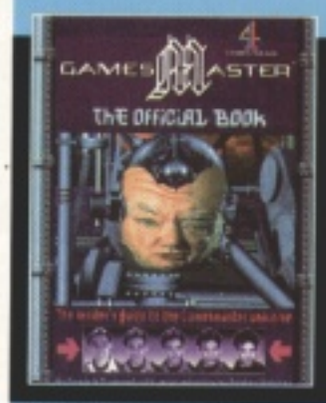


SUPER NES GAMES POWER TIPS BOOK
Nick Roberts
Virgin Books, pp112, £9.99
ISBN 0-86369-737-2

Don't tips books have rubbish names? I'd forgotten this one's within seconds of typing it. Nevertheless, the *Super NES Games Power Tips Book* is a bit different from other ones we've reviewed before in, er, 'Books', being large, floppy and in full colour throughout. It looks pretty good from afar, but the actual text is a bit small and not very thoughtfully laid out, so it can be tiring to read. The actual information given is fine, though – mostly step-by-step solutions, although there are a few codes and cheats as well.

So it's not so much a case of whether you *should* buy it as whether you *can* buy it. Could you really go into a shop and request a copy of the *Super NES Games Power Tips Book* and still retain your dignity? Only you can decide that.

● **Jonathan Davies**

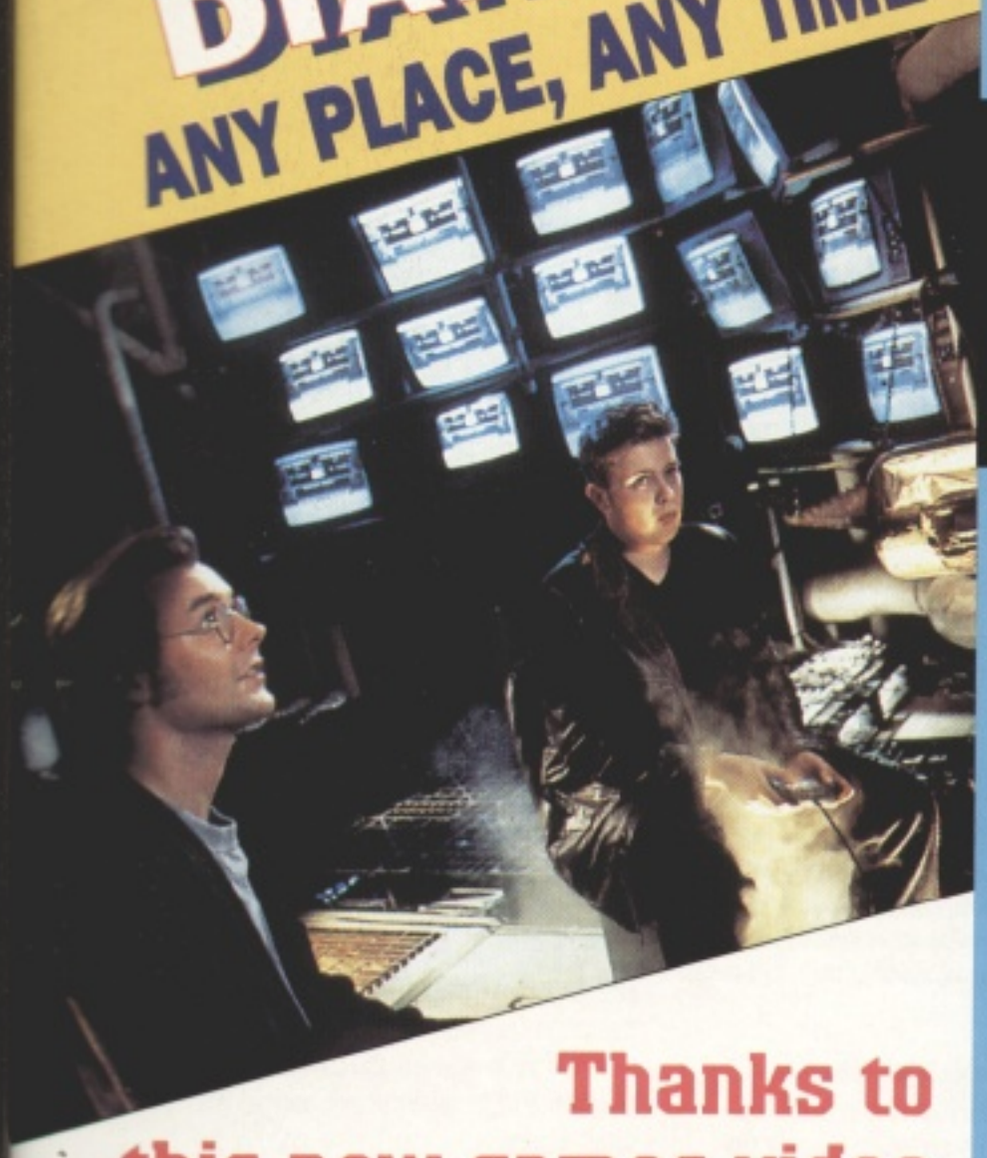


GAMESMASTER
The Official Book
Dominik Diamond
Virgin Books, pp62, £6.99
ISBN 1-85227-447-6

Penned by ex-*GM* presenter Dominik Diamond, with a hastily tacked-on intro by new man Dexter Fletcher, this is aimed firmly at the literary equivalent of the 'younger player'. It's a mish-mash of tips, top 10s and behind-the-scenes celebrity gossip, all presented in Dominik's own very special style, and, though entertaining enough to flick through, it hardly seems worth seven quid. After all, for seven quid you could go and see *Jurassic Park* two more times, if you can find somewhere where it's still on (and unless you live in London). Co-incidentally, seven quid is also what it would cost you to stay in a youth hostel for three nights in Stockholm. You could hitchhike there and back, collecting nuts, berries and small animals for food, and spend a whole weekend exploring the treasures of one of Scandinavia's greatest cities. Except you wouldn't have anything to read on the journey. Damn.

● **Jonathan Davies**

DOMINIK DIAMOND
ANY PLACE, ANY TIME



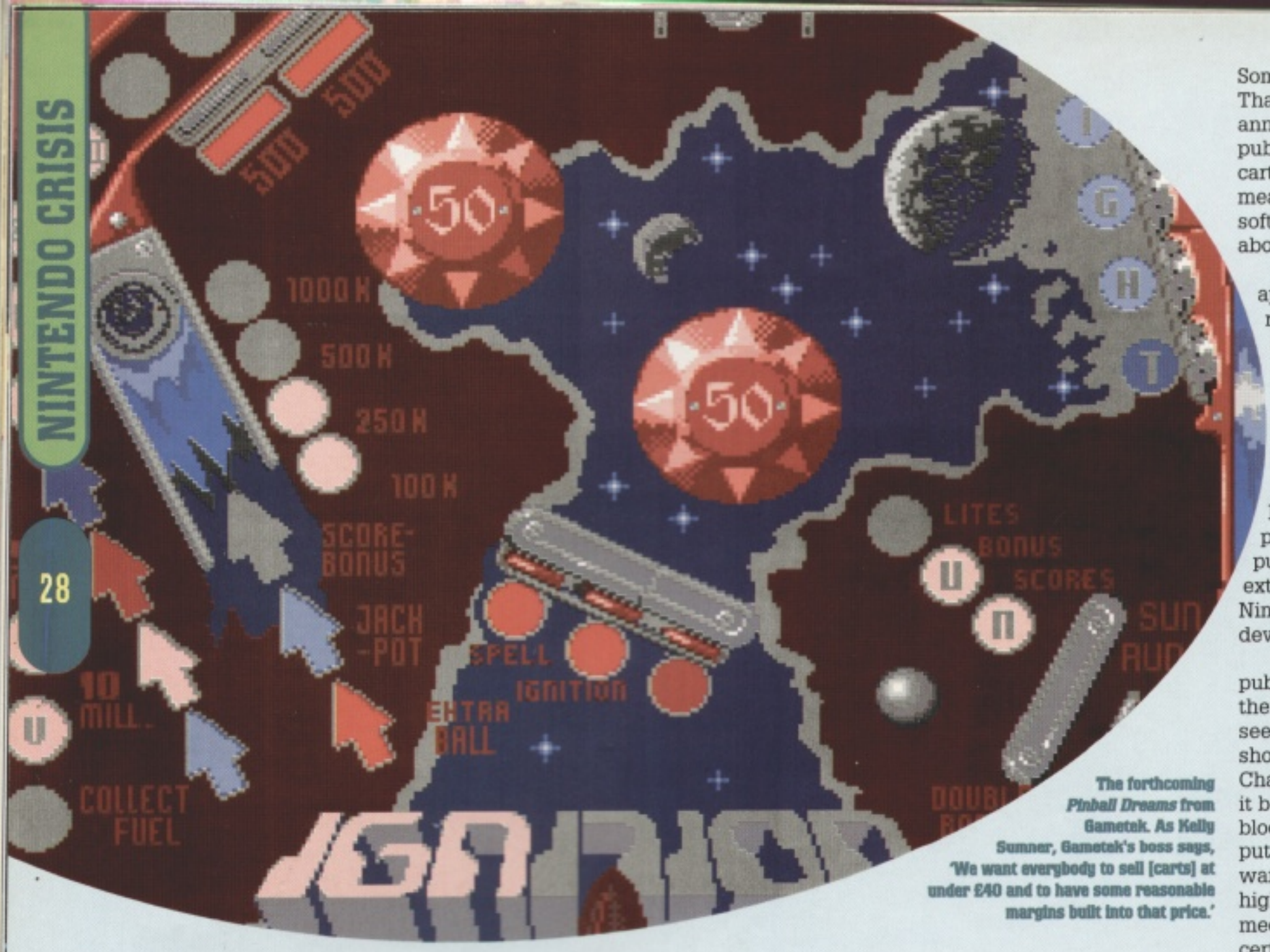
Thanks to this new games video

WIN!

Beat your mates' is the suggestion on the front of Lifetime's *Power Play* video. The vid's aim is to improve your games playing skills by demonstrating how the experts do it. And it sets about doing this by hauling in a couple of celebs to play the games as you watch: Dominik Diamond (ex of *GamesMaster*) and Danny Curley ('The', er, 'Joystick Warrior'). Danny's the official Sega games champion, but he knows a thing or two about Nintendo games as well, and if you reckon you're tough enough you can even try your luck with him in the National Curley Championship. (*No, it's no good... Pppfffthhahahahahah – Ed.*)

PLUS!

We've got 10 copies of *Power Play* (worth £10.99) to give away to you, the readers! All you've got to do to qualify for one is come up with an anagram of 'Dominik Diamond'. The 10 most inventive entries get the tapes. Back of a postcard, name and address etc, to: *Power Play* Competition, *Super Play*, 30 Monmouth Street, Bath BA1 2BW, by Thursday, 16 December.



The forthcoming *Pinball Dreams* from Gametek. As Kelly Sumner, Gametek's boss says, 'We want everybody to sell [carts] at under £40 and to have some reasonable margins built into that price.'

The software companies should be getting mega-rich by charging you the earth for their games. But they're not. So where's the money going?

That rather strong gust of wind that you may, or may not, have noticed on 22 September was the collective sigh of relief from the entire UK games industry. It was the day that Nintendo avoided a crisis and ensured that the supply of top quality games from the big name third-party publishers will continue – for now at least.

As we revealed last month, the future of third-party publishers such as Electronic Arts, Acclaim and Konami has been in some doubt recently, due to the cartridge pricing policy of Nintendo.

Briefly, the problem was this: Nintendo controls the manufacturing of all carts and sells them to third-parties. The price that it charges, and the fact that the yen is so strong against the pound, meant that publishers couldn't afford to put out games for less than £49.99. At £49.99, they claimed, they could just about break even, or make a tiny profit, but they acknowledge that the price tag was too high to achieve any massive volume – especially as Nintendo itself is selling premium titles for £39.99.

Electronic Arts decided that enough was nowhere near enough to carry on publishing and promptly announced that it would be dropping the Super Nintendo from its future release schedule. EA is the biggest and, arguably, the best software publisher in the world, and so its withdrawal from the Nintendo camp was a massive blow. The fact that other companies were making more discreet, but just as desperate, rumblings in the same vein was equally worrying.

Something had to be done. Thankfully, it was: Nintendo announced that as from now publishers will be able to buy their carts in dollars – a concession that means the actual cost of a cart to a software house will be reduced by about a fiver.

Electronic Arts heartily applauded the decision: the rumblings stopped, angels sang and bells rang out. Nintendo seemed assured of maintaining a winning line-up of third-party publishers to help keep the SNES an attractive platform for years to come.

But let joy be confined. Nintendo has not solved the problem yet. It has just sort of put it on pause. Pricing is still an extremely contentious issue in the Nintendo market and could yet develop into a crisis.

For a start, now that the publishers are paying £5 less for their cartridges, should we be seeing price reductions in the shops? That's a difficult one. Change 'should we' to 'will we' and it becomes a lot easier. No we bloody well will not. Retailers will put pressure on publishers (they want more in-store traffic), as will high profile campaigns from the media, but publishers are almost certain to resist.

Of the seven publishers that *Super Play* contacted, none said that they had definite plans to reduce prices. They argue that the reduction in the cost of goods from Nintendo has simply made £49.99 bearable for them. To reduce the retail price to £44.99 would send them all back to square one and send some of them rushing for the door marked exit.

One publisher expressed the opinion that anybody looking to lower prices off the back of the move would be a 'bloody fool,' and would put pressure on the other publishers to follow, resulting in the situation we've just avoided being created again, almost instantly.

Storm's Jane Cavanagh said that she had no intention of dropping her prices and that the changes simply made SNES publishing 'profitable rather than painful'.

At Mindscape, European boss, Geoff Heath, explained that because publishers have already bought their stocks of carts for this Christmas, there is no chance whatsoever of price cuts in 1993 and

BY SIMON DENT

> 'Nintendo announced that as from now publishers will be able to buy their carts in dollars – which means the actual cost of a cart to a software house will be reduced by a fiver.'

CART-LOADS

added that even in 1994 there would have to be 'very, very careful consideration before we start lowering retail prices'.

At Konami, their European consumer sales manager, Pete Stone, recognises that prices are 'much, much too high' at the moment and that Nintendo itself exacerbates the situation by offering what many consider to be the best games in the world for £10 less. 'If we can squeeze any reduction out of this for the consumer then that would be great, but at the moment I'm not sure if that's possible.'

Accolade's European boss, Tim Christian, shares Pete Stone's reservations: 'We're looking at the situation very carefully and a price drop might be possible in the New Year, but it's not guaranteed.'

So, whilst the video game industry whoops it up and babbles on about international exchange rates and increased margins, the situation as far as you, dear reader, are concerned, hasn't changed one jot. The games are still bloody expensive and those publisher chappies are still profiteering gits.

Except, of course, they're not. Nintendo is still charging a substantial amount for its carts – as much as 500% more than some people estimate it actually cost them to produce.

> 'Nintendo is, it seems, playing the markets, rather than playing it fair.'

And they haven't changed the price, they've changed the rules. Publishers can now buy in US dollars rather than yen and because the pound is doing slightly better against the dollar, the price drops.

But what if the pound falls against the dollar, what if it rallies against the yen? Nintendo, it seems, is playing the markets rather than playing it fair, and in that sort of risky environment, who can blame publishers of being wary of price cuts?

But price cuts have to come. £50 is far too much money to pay for a piece of software that's designed to be used in a piece of hardware that only costs slightly more. People expect a relationship between hardware and software of around 10% or less (much less in some cases) – look at the home computer market or the music and video industries. Nintendo can surely only get away with being so different for so long.

The reason it is so different, of course, is because Nintendo designed it that way. It left as much out of the hardware as possible, so that it could sell it for as low a price as possible, establish as large a user base as possible, and then make as much money as possible, through having complete control over the software. So all games have to contain ROM chips and thus they carry high price tags. Because, in a sense, every time you buy a piece of software, you're also paying for a little piece of hardware.

This is part of the ingrained philosophy at the heart of Nintendo's thinking: get the actual hardware out on the market at any cost and then flog 'em the software at premium cost. It will take more than a switch from yen to dollars to change that. So, as Heath points out, after all the fuss 'prices are still high and margins are still tight' and we are still a long way from an ideal situation.

Nintendo has done enough to quell the storm that was brewing this side of Christmas '93, but if it continues to sell its games at £10 less than those of third-parties, then there may be very heavy showers for '94.

Nintendo must decide whether it should treat third-party publishers as partners or competitors. If it values their input it will choose the first option and so make a genuine reduction to the cost of carts.

At Gametek, managing director Kelly Sumner knows what he feels would be the perfect situation 'What we want is for everybody to be able to sell games at under £40 and to have some reasonable margins built in to that price'.

For now, that is simply impossible and, whilst the publishers celebrate a minor victory in obtaining slightly better margins, the games buying public (that's you) continues to pay sky high prices for Super Nintendo software. And as less and less people are prepared to spend £50 on a third-party game, that extra margin will become meaningless. (You make as much from selling 10,000 games with 10p profit as you do from selling 1,000 games with £1 profit.)

When this happens, SNES publishing will again begin to look less and less attractive and publishers will look around for other options.

Would you consider buying Gametek's *Pinball Dreams* at £65?
And would Mindscape's *Alfred Chicken* be a golden egg at under £40 on SNES?
Desert Strike from Electronic Arts. It's still great value for money.
graveyard
'But prices are still high and margins are still tight.' – Geoff Heath, Mindscape.
'Any reduction for the consumer would be great.' – Tim Christian, Accolade.
'Nintendo offers the best games in the world for £10 less.' – Pete Stone, Konami.

OF PROFIT

CHART THROB

INTERNATIONAL GAMES PLAYING

Find out what SNES games the Americans and Japanese are hooked on this month. Check out the *Super Play* top 10s.

(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4.)

OFFICIAL PENGUIN GALLUP UK CHART

ELSPA PENGUIN CHARTS

▲ UP ▼ DOWN ▶ NON MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ★ **MORTAL KOMBAT** Acclaim
A great conversion of the coin-op original, but without the gore. 81%

2 ★ **MARIO ALL STARS** Nintendo
You'd be completely bonkers not to buy this cart. What more can we say? 96%

3 ▼ **STRIKER** Elite
This is better than every other SNES football game put together. 89%

4 ★ **STREET FIGHTER II TURBO** Capcom
The Rolls Royce of beat-'em-ups and an essential purchase for fans of the genre. 96%

5 ▼ **SUPER MARIO KART** Nintendo
The fact that this has featured in the charts every month for ages says it all. It's brilliant. 93%

6 ▼ **STARWING** Nintendo
A fast, smooth, stunningly playable and addictive shoot-'em-up. 93%

7 ▲ **SUPER STAR WARS** JVC
The force is definitely with this brilliant and accurate film conversion. 89%

8 ▼ **ALIEN³** LJN
'An enjoyable game and a splendid rendition of the film', according to Jonathan. 84%

9 ▼ **BUSTER BUSTS LOOSE** Konami
Buster Bunny and his cartoon chums feature in a colourful and imaginative platformer. 89%

10 ★ **PGA TOUR GOLF** Electronic Arts
We weren't overly impressed with this one, but it *is* a good solid golf game. 60%

Mortal Kombat: It's mortal and there's lots of combat in it.

Mario All Stars: A must for every serious gamer.

PGA Tour Golf: If you like playing golf, you'll like this.

UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1 **ROCK 'N' ROLL RACING** Interplay (US)
2 **ZOMBIES ATE MY NEIGHBORS** Konami (US)
3 **STREET FIGHTER II TURBO** Capcom (US)
4 **7TH SAGA** Enix (US)
5 **COOL SPOT** Virgin (US)
6 **ROCKY RODENT** Irem (JAP)
7 **WORLD HEROES** Sunsoft (US)
8 **GOOF TROOP** Capcom (US)
9 **MORTAL KOMBAT** Acclaim (US)
10 **IREM SKINS** Irem (US)

JAPANESE CHART

Compiled for *Super Play* by Tai Ono

1 **TORNECO'S GREAT ADVENTURE** Chun Soft
2 **WINNING POST** Koei
3 **AUGUSTA MASTER 2** T&E Soft
4 **FINAL FANTASY USA** Squaresoft
5 **SUPER MARIO COLLECTION** Nintendo
6 **SD GUNDAM 2** Angel
7 **MARIO & WARIO** Nintendo
8 **HOLY SWORD LEGEND 2** Squaresoft
9 **SUPER BOMBERMAN** Hudson Soft
10 **PRETTY SOLDIER SAILOR MOON** Angel

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **MORTAL KOMBAT** Acclaim
2 **STREET FIGHTER II TURBO** Capcom
3 **SUPER MARIO ALL STARS** Nintendo
4 **SUPER MARIO KART** Nintendo
5 **COOL SPOT** Virgin
6 **ROCK 'N' ROLL RACING** Interplay
7 **WWF ROYAL RUMBLE** Acclaim
8 **ZOMBIES ATE MY NEIGHBORS** Konami
9 **GOOF TROOP** Capcom
10 **WORLD HEROES** Sunsoft

Rock 'n' Roll Racing: Wild and wacky racing.

World Heroes: Not bad, but not that good.

The most sought after Super Nintendo game this month in the import chart is *Rock 'n' Roll Racing*. We called it 'a perfect blend of racing thrills, explosions and bouncy cars' and gave it 88% in issue 12. In the same issue we looked at *Zombies Ate My Neighbors* and really liked that one too. Look on page 39 of this ish for our opinion of *The 7th Saga*. Zy spent an entire weekend playing it, so he should have a pretty accurate idea. Read the other reviews this issue to find out exactly what we think of both *Cool Spot* and *World Heroes*. And *Street Fighter II Turbo*'s in here again – hardly a surprise!

Mario & Wario: Eight levels of puzzle solving.

Super Bomberman: Brilliant four-player fun.

The Japanese are mad keen on playing *Torneco's Great Adventure* at the moment, Rik Haynes tells you all about the game on page 16. They seem to be completely bonkers about horse racing, too, for some reason, with the inclusion of *Winning Post* at number two – last month's number five was *Super Horse Racing*. That mouse you bought will get some use after all, if you get hold of a copy of puzzle game *Mario & Wario*. Last, but not least, the leggy Sailor Moon and her girlfriends have built up a bit of a cult following in Japan, though we're unlikely to get the pleasure of seeing her over here.

Super Mario Kart: The best racing game on the SNES.

Cool Spot: It's cool and it's got spots in it.

Well, it seems those American lads and lassies are heavily into beating the hell out of each other, if the charts this month are anything to go by. They *still* favour *Mortal Kombat* and *Street Fighter II Turbo* over any other game. However, the less-violent types amongst them have been keeping out of mischief by playing *Mario All Stars* – see page 70 for the third instalment of our in-depth and totally brilliant player's guide (it's kept Zy quiet, anyway). *Super Mario Kart*, eh? You just can't keep it down! Oh, and check out the review of *Cool Spot*, starting on page 63.

Help Mickey find his way to Pluto!

Pluto has disappeared and his pal Mickey is hot on his trail!
Trek through the six magical worlds of Emperor Pete to rescue Pluto before it's too late!

Available now.

"Starring the inimitable Mickey Mouse, this is a whooping hit on the SNES. Brilliant cartoony graphics, imaginative and massively varied. Three skill levels and lots of rooms ensure long-term appeal."

94%
Super Pro
April 1993.

© Disney

BANDAI

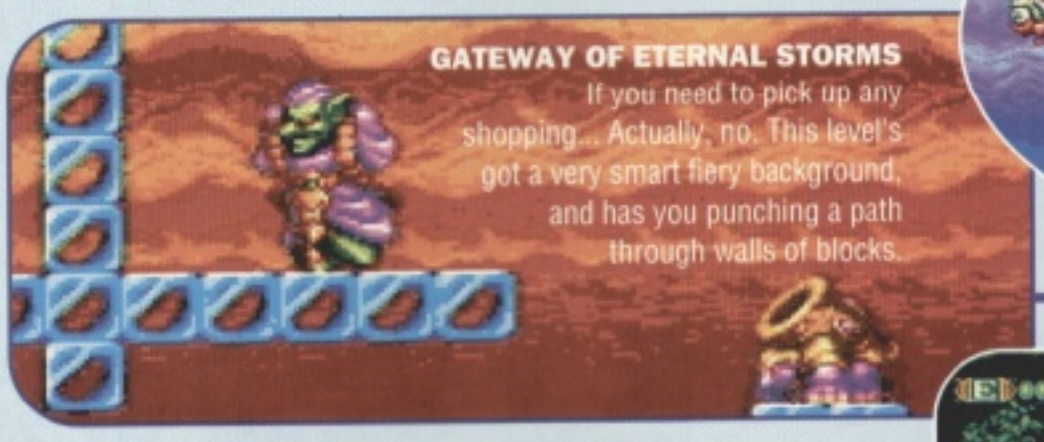
Bandai UK
Hedge End, Southampton. S03 4TX

MT SHIROL/CAVERNS OF SHIROL
This bit sees you hitching lifts on moving platforms, and watching out for dragons leaping up out of the lava rivers beneath.

FORTRESS SHIROL
Here's where you finally get the chance to have a crack at another bit of flying. LEFT and RIGHT work as normal, but if you press JUMP you'll rise up into the air. Oh, and the screen keeps moving, like a scrolling shoot-'em-up, so you've got to as well. Keep moving, that is.

LAIR OF THE KHARYON
Here you get attacked by Kenneth Williams, Bernard Bresslaw and Barbara Windsor. Er, not really. It's an underwater section, where you've got to flip switches so the current takes you where you want to go.

THE SAND RIVERS OF SHIROL
Here you've got to jump across a load of logs that're falling down a sandy waterfall. Allow yourself to descend below a certain point and, craply, you die.



GATEWAY OF ETERNAL STORMS
If you need to pick up any shopping... Actually, no. This level's got a very smart fiery background, and has you punching a path through walls of blocks.

STORM FORTRESS OF KH'LAR
You'll need all your wits about you in this bit as you ride around in the clouds on air currents.

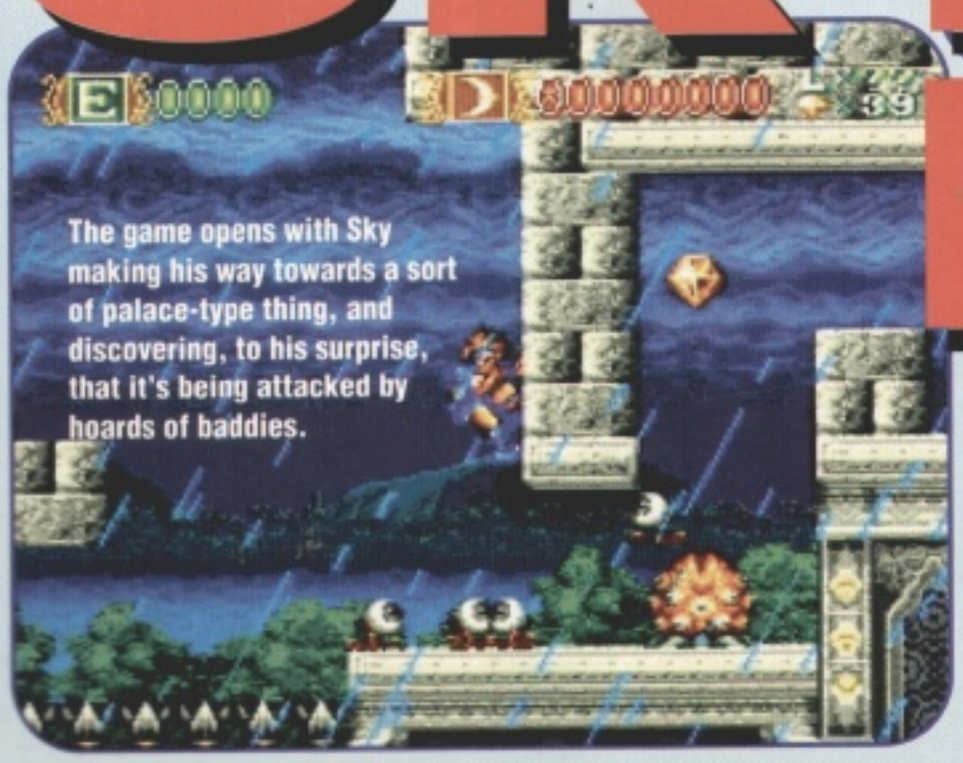
ER, ANOTHER TOWER
This one's a bit bigger and harder than the one before, and features some nasty *Mario World*-style ceiling-going-up-and-down bits. But by now you should have some nifty magic spells, so you'll be okay.

Before you head for the final confrontation, there's this bonus level.

UK Release

Game: Sky Blazer
Publisher: Sony
Developer: In-house
Price: £TBA
Release: March '94
Players: 1
Cart ROM: 8 Mbit

SKY BLAZ



The game opens with Sky making his way towards a sort of palace-type thing, and discovering, to his surprise, that it's being attacked by hoards of baddies.

If you're still trying to work out who that gentleman on the cover is, this is where the mystery ends. His name's Blazer – Sky Blazer – and he's the star of a new game put together by Sony's Japanese wing.

THE FALLS OF TORMENT
This level's slightly odd. You've got to run along on top of some rotating logs. Stop running and you'll fall into the water, whereupon you won't be able to get out again and will be killed by shoals of fish.

PETROLITH CASTLE
And then, with no uncertain degree of inevitability, we arrive at an ice world. The floor's slippery, and you can ride along on blocks of ice, clouting baddies as you go.

TOWER OF THE TAROLISK
If you've ever played an old game called *Nebulus*, you'll know what to do here. As you jump from platform to platform the tower rotates around in 3D. (Not as well as the one in *Nebulus*, though.)

CLIFFS OF PERIL
This is one of the game's few flying sections. You just, sort of, fly along and shoot things. Basically.

FALTINE'S WOODS
Then there's a brief foray through a wood. You can jump about in the treetops, but if you stand still for too long, you'll sink through the foliage.

TEMPLE INFERNUS
This bit's a temple, with lots of flames in it. Like an inferno. It's broken up into several short stretches, and at the end there's a boss.

ER

Old Man
Of course, whelp! Why do you dally here? Go!

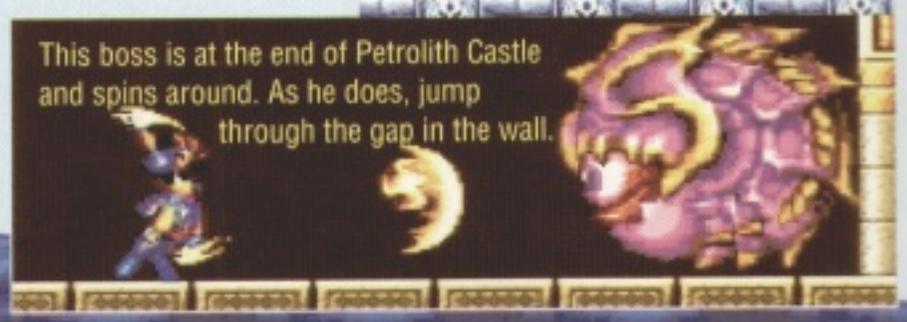
Having made it to the palace, he spots an old geezer who starts wibbling on about someone called Raglan, the Lord of Darkness, who's ordered Ashura, the God of War, to kill everyone. Sky decides to help out, naturally.

START YOU ARE HERE!

Awkwardly (from our point of view, at least), you start the game down in the bottom left-hand corner of the map.

This genie/lamp thing is the boss at the end of Temple Infernus. The lamp moves along the bottom of the screen (which is when it's best to hit it). When it stops, the genie pops out and attacks.

If you make it to the top of the Tower of Tarolisk you'll encounter this chap. He rolls around the screen (in Mode 7) and stops occasionally to shoot at you. Hit him a lot to kill him.



This boss is at the end of Petrolith Castle and spins around. As he does, jump through the gap in the wall.

Here's Ashura making off with the princess at the start of the game. The scamp.

NOW *THAT'S* MAGIC!

As well as punching and kicking baddies, Sky's quite literally got a few other tricks up his sleeve – he can cast spells at them as well.

This one's a pretty good all-purpose spell. It sends an arc of deadly light whizzing towards your foe.

Do this one and you'll dash forwards straight into your enemy. Suicide? Actually, no. The shock will most likely kill them.

This one's well worth a try. It causes lethal blob things to fly out in all directions, killing everything. Ever.

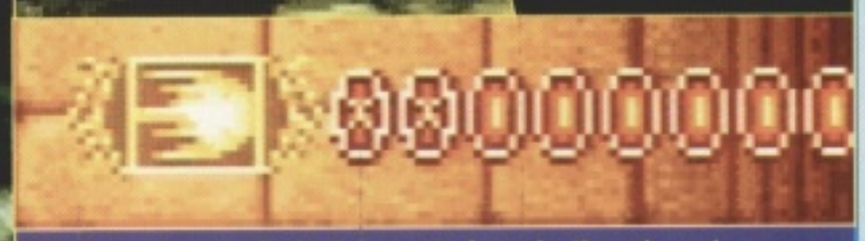
Use this one and, for a few seconds, you'll become invincible, so you can run about anywhere you like.

Another one freezes all the baddies for a bit, so you can run around killing them.

For sheer technical accomplishment you can't beat this spell. It sends lightning shooting out everywhere.

This one is only of indirect inconvenience to the baddies, topping up your energy.

You start off with just the one spell, and get another one each time you defeat a boss.



You've only got a limited amount of magic, though, and some spells use more of it than others.

GOOD, BAD OR UGLY?

Sky Blazer has an ethereal, sylph-like air to it. By that I mean it's nice, but rather insubstantial. What's there is great: good graphics, original ideas and a wide variety of playing environments. It's got all the ingredients of a first-class platform game. But it's made up of lots of brief, fleeting levels that stop just as you're getting into them. Baddies are dotted about sparingly. Magic spell antics are promised, but never fully materialise. And actual sky-blazing, as such, is thin on the ground.

But what's there, as I said, is great. Sky himself is a splendid character (and makes a great cover, don't you think?), packing loads of expression into the few frames of animation he's been given. It's pretty nifty the way he can grip onto walls, and when he lays into a baddy he really does lay into it. But his flying abilities are a real let-down: he only gets to use them once or twice, which is probably just as well, given how awkward the wing-flapping controls are. And the spells just tend to be used as weapons, with not much thought needing to be given to which one you use where.

Also good – and refreshing – is the way each level brings not just a new set of backgrounds, but often a whole new way of playing as well. One minute you might be slipping and sliding through an ice world, and the next making your way up a rotating tower. Then, perhaps, you'll find yourself swimming through a load of tunnels flipping switches, before suddenly launching into a forced-scrolling flying section. You never know quite what to expect next.

The graphics vary. Sky looks great, as do most of the baddies, and there are some really nice backgrounds. But every so often an iffy bit of parallax scrolling sky or a crap water effect will make you stop and wonder.

Did I actually enjoy playing it, though? Well, yes. I was quite happy sitting there, moving Sky about, wondering what lay in store on the next level. It didn't seem to be particularly challenging, however – I did start to get a bit hot and bothered from time to time, but didn't have any trouble in finding something other than my games playing skills to pin the blame on. Crap collision detection usually sufficed (it can really land you in it sometimes), or poor design (like arbitrarily chosen cut-off points at the bottoms of levels that kill you if you cross them), or baddies that reappear within seconds of your killing them.

And it wasn't long before I'd played through to the end. (Thanks, partly, to infinite continues and the plentiful get-as-many-extra-lives-as-you-want loops that seem to be lying around everywhere.) *Sky Blazer* gives the impression of being a huge game, with loads of levels and a scrolling map to keep them all in order. But in reality it's all over a bit too fast, and I don't suppose I'll be returning to it. There are no secret rooms to hunt out, or hidden bonuses to find, as far as I could see.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
81%	67%	86%
GAMELIFE	OVERALL SCORE:	78%
70%		

VERDICT: Nice, with pretty graphics and plenty of variety. But it's too lightweight to constitute a serious purchase, and you'd probably finish it in half a day's playing.

TIME SLIP

The Tirmatians have invaded Earth's past, changing the course of history to supplant the human race. Who's going to stop them, in Vic Tokai's platform blaster?

UK Release

Game: Time Slip
Publisher: Vic Tokai
Developer: In-house
Price: £TBA
Release: November
Players: 1
Cart ROM: 8 Mbit

Why, Dr Vincent Gilgamesh, of course. He has a time machine and a gun. He was born for the job.

If he fails, time will be altered so that he was never born. Hmm. Not sure I buy all this parallel timeline stuff. Or that chin.

Ancient god? Ye dinna scare me, pal! I'll 'ave ye, nae sweat!

THE SO-CALLED 'CRETACEOUS' ERA

The second level is a bit of a departure from the others, as you fly a jetbike through primaeval swampland. It purports to be the Cretaceous Era, though you'd be hard-pressed to tell that from the assorted rocks, beetles and box kites that stream down on you.

The only obstacle to negotiate is a tunnel through some buildings. To rule out any possibility of excitement, some huge flashing arrows tell you where to go.

A time when dinosaurs ruled the earth? Not according to *Time Slip*, whose Cretaceous nasties are these flapping robots. Lock your guns in reverse and sweep the screen.

Ooh look, a pteranodon. Er, the only dinosaur in this entire Cretaceous level, ridiculously.

Not a Tyrannosaurus Rex, as you would expect, but another indeterminate dragon-like boss. Which breathes fire. Natch.

GOOD, BAD OR UGLY?

Devilishly tricky devices, those time machines. You only have to switch them on and they start knocking rifts in the time-space continuum, causing all manner of temporal distortion and alternative realities. Here, for example, one of the heroes of *Contra Spirits* has been snatched from his probotecting duties and is now the star of a game called *Time Slip*. How odd.

It's certainly the case that the character you control moves, jumps, ducks and shoots in an identical fashion to the *Contra Spirits* stars. There's even a chance to pick up special weapons to use against especially tough foes. But there, I'm afraid, the similarities end. *Time Slip* is severely lacking in excitement, challenge and inventiveness.

As you can see for yourself from the screenshots, they haven't exactly gone to town on the look of the game. The backgrounds are the worst, reminiscent of a C64 game in places, although the other graphics shouldn't be excused either: the sphinx-harpies in the third level are so bad they're almost embarrassing. Sound isn't as important a feature for a game like this, though the many gunshots and explosive effects are competently done. That said, I'm still at a loss to explain why the Egyptian troops make a honking noise when they die.

In terms of playability, *Time Slip* is surprisingly easy to get to grips with. Too easy, in fact. No shoot-'em-up fan can deny the gratification of pumping shells at the oncoming robots whilst hanging from a rope-ladder, but there's very little long-term challenge in here. The bosses are unbelievably dull – just learn when to duck and then shoot, shoot, shoot. (I stiffed Osiris, Ancient God of the Underworld and Judge of the Dead, with a few rounds of spread fire). There are no continues, yet I managed to reach the end of the third level (of five) in a couple of hours. That's an indication of the game's difficulty, and certainly shouldn't suggest an outstanding performance by myself. (*Heaven forbid – Ed.*)

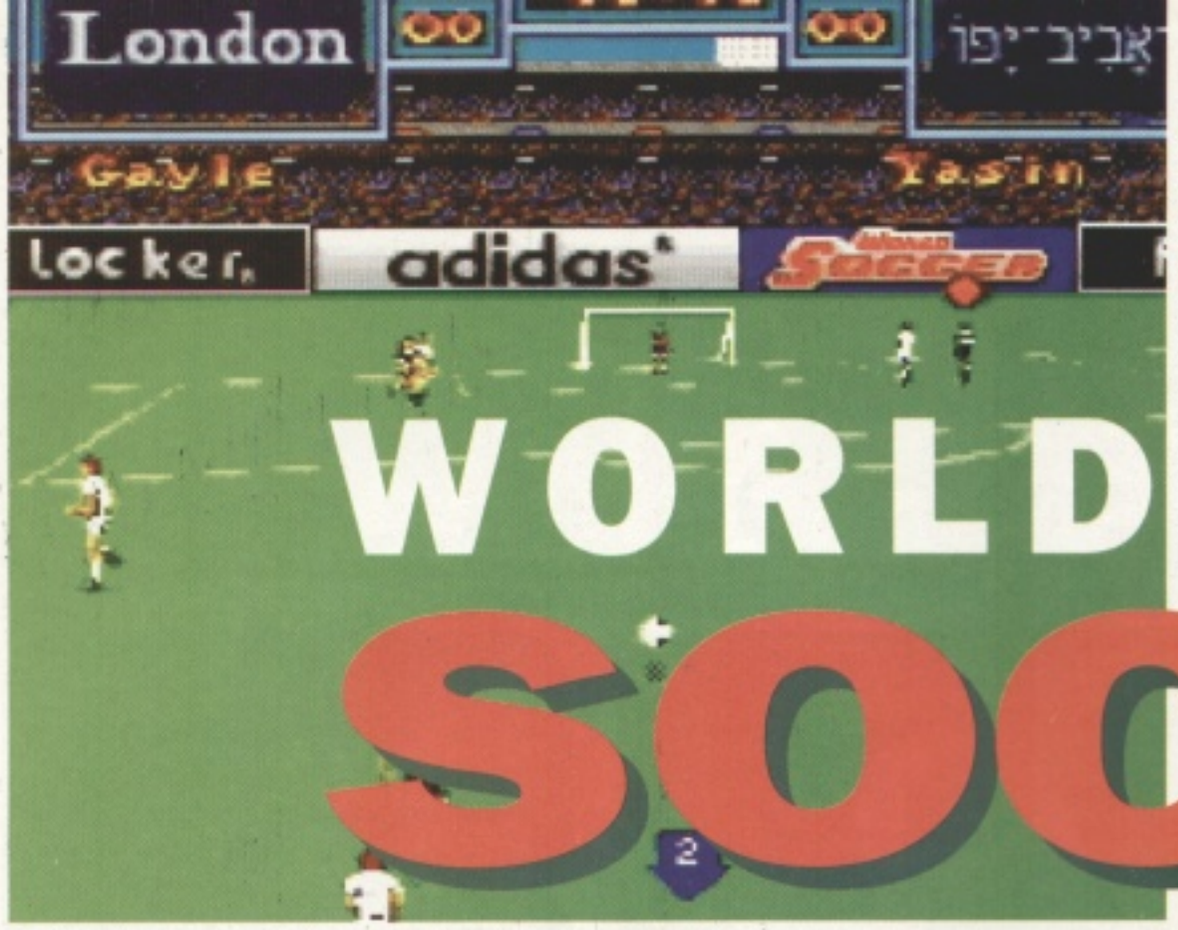
You'll also start to notice other little flaws as you get further into the game. Why does a smart bomb appear when there's almost nothing else on the screen? Why does the picture shake so much when you descend into the pyramid? And why do the special weapons only work in two directions, when your gun fires in eight?

Let's just say that, having spent a lot of time on this one, I won't be returning to it.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
45%	60%	67%
GAMELIFE	OVERALL SCORE:	
40%		60%

VERDICT: A poorly-executed *Contra Spirits* clone that's fun for a bit, but only because of what it has borrowed so shamelessly.



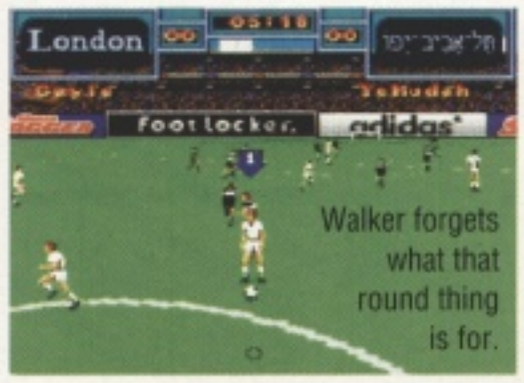
World Soccer has the distinction (dubious or otherwise) of being the first football game to use Mode 7 throughout. In other words, as the players run about the pitch spins around to keep the goal they are aiming the ball at in view. So it's a bit like *Super Basketball*, only with football instead.

UK Release

Game: World Soccer
Publisher: Electro Brain
Developer: Sculptured Software
Price: £TBA
Release: January 1994
Players: 1or 2 simultaneously
Cart ROM: 8 Mbit

WORLD SOCCER

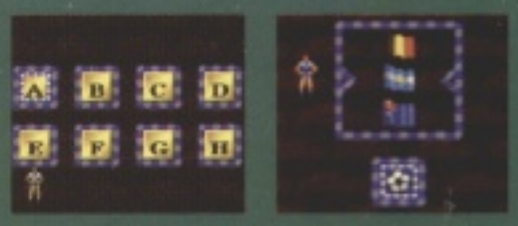
More overspill from last month's soccer special. This time it's the Americans' turn.



THOSE ICONS EXPLAINED

To allow players the world over to enjoy playing *World Soccer*, the whole thing is controlled by a range of delightful icons.

These two, for example, decide whether you'll be using World Cup-style or local league teams.



Pick world teams and you'll be given a number of groups to choose from, each with a selection of teams in. Hope you're up on your speleology. (*That's the study of caves, dolt – Ed.*)

Alternatively, select local teams and you'll be able to choose between top contenders such as 'London' or 'Glasgow'. Or a few other ones that we couldn't make out because they're written in authentic Arabic/Cyrillic etc.

Then there are a few other options to wade through. The diameter of your players' thighs, for example, determines their skill level (we eventually discovered). Finally, you can adjust your team's strategy, for all the difference that seems to make.

Now, is it just us, or has that player at the front got his bootlaces tied together? And how about the size of the goal compared to the advertising hoardings behind it?

Above: Er, about that chap in the foreground... Left: This beggars belief.

GOOD, BAD OR UGLY?

World Soccer

And spin about it certainly does. The pitch, that is. In fact, after a couple of minutes of playing I felt quite sick. Why does it do it? What's the point? It's not as if it looks particularly impressive – the players put paid to that, skating about with their arms sellotaped to their sides and about three frames of animation between them. Neither is it too convincing the way the stands and hoardings in the distance remain stationary, while the pitch zooms towards you.

It's also incredibly confusing. Once the pitch has spun round three or four times it's impossible to remember which way you're playing. You can't use the players to get your bearings, as they're constantly running around to no obvious effect. And they are continually disappearing as they run towards you and the game runs out of big enough sprites. As are the goalposts, in fact.

Playing the game is, erm, interesting. Tactics and all that go out of the window, as most of the time any players you might want to pass to are languishing off the screen. (As, frequently, is the player you're controlling if you haven't got possession of the ball.) So, instead, it's a case of getting the ball, waiting for the pitch to spin round (if you don't wait you'll find the controls swapping over as it rotates), then charging towards the goal as fast as you can, pressing 'pass' if anyone gets in your way, in the hope that someone from your side will receive the ball.

If you make it to the goal, you'll find another problem. Oddly, tiny ice hockey goals have been used instead of the proper-sized football ones, so getting the ball in is tricky. It's okay, though, because from time to time the goalkeepers disappear, allowing you to knock the ball in. You'll know when you've scored because a picture of an exploding net with a purple line coming out of it appears at the top of the screen.

The sound effects? No. Look, let's just stop this now, shall we?

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
32%	19%	34%
GAMELIFE	OVERALL SCORE:	
25%		29%

VERDICT: Almost certainly the worst football game on the Super Nintendo, and likely to remain so for some time to come.

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RAW DEX!
Frenetic frontman interviewed
See page 32

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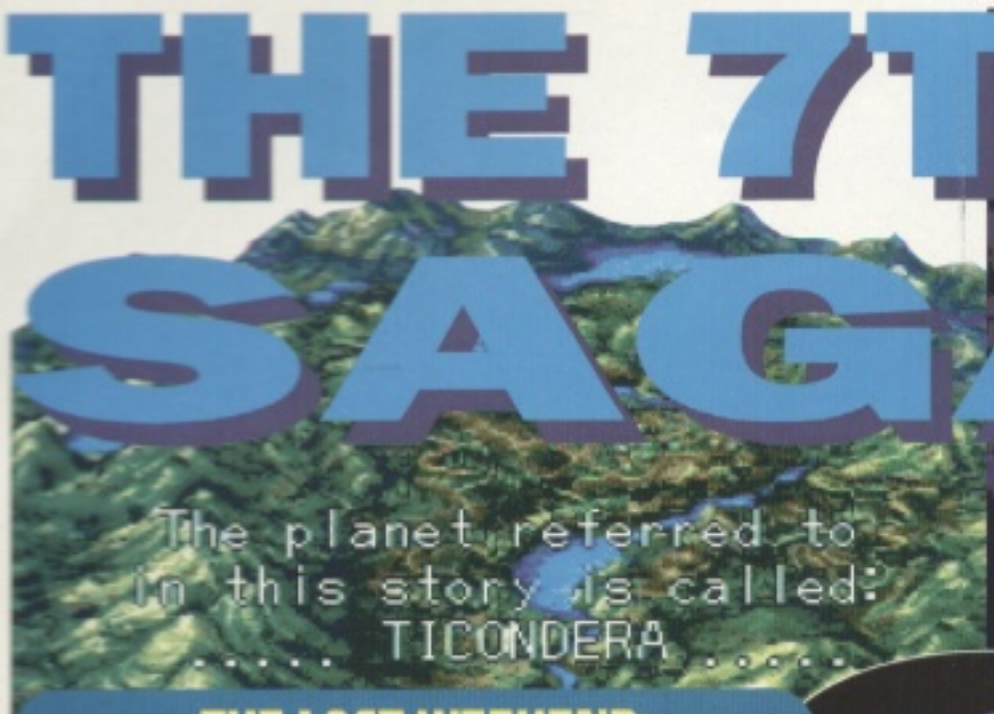
Future PUBLISHING

CHANNEL FOUR TELEVISION

It's an RPG! It's from Enix of America! It's in English! But...

THE 7TH SAGA



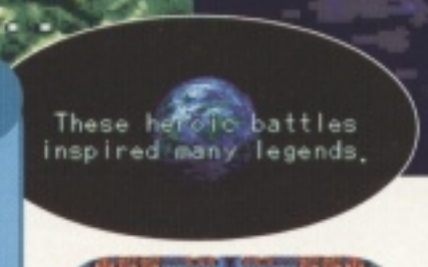
THE LOST WEEKEND

Mostly, you'll be engaged in battle with the indigenous monsters of whatever area you need to explore. No matter how many you kill, they just keep coming...

A Blue Demon and an Undead Ghoul – it's looking good. Kamil could have them any day.

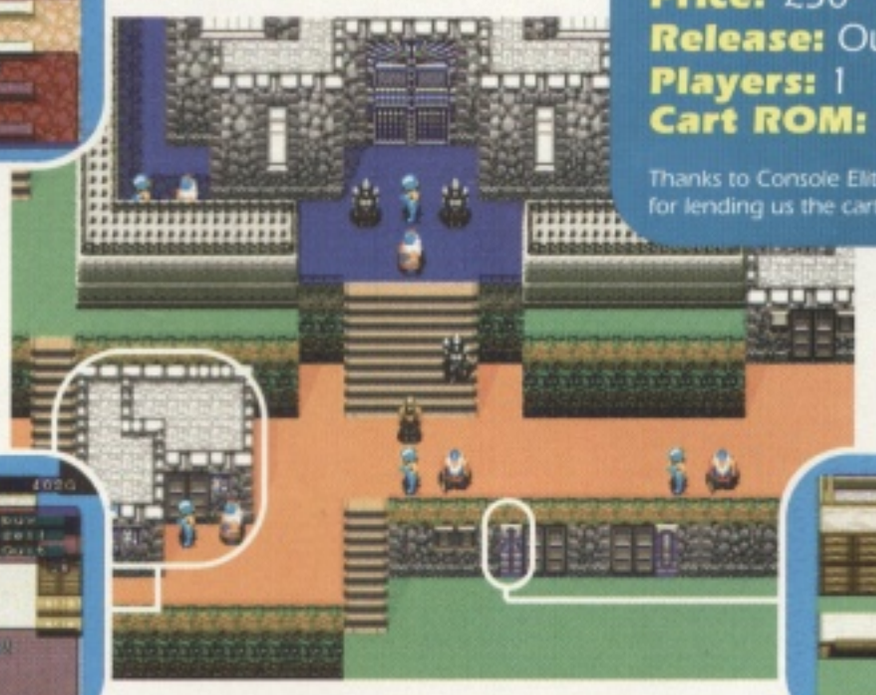
Whilst Olvan grips his dwarven axe, the warrior unleashes a flock of fire-birds to dispose of the Ghoul.

Oops... Running out of health potions, Olvan becomes barbecued dwarf-burger in the Blue Demon's fireballs.



The local cleric is able to cure poisoned wounds and revive your unconscious colleagues.

Belaine is typical of many towns in Ticondera. Explore all the buildings and talk to everyone you meet, or you may miss a vital clue.



You'll rush to the weapons shop when you arrive, just to see what's new in.

Exchange money for jewels at the store.

US Release

Game: The 7th Saga
Publisher: Enix
Developer: In-house
Price: £50
Release: Out now
Players: 1
Cart ROM: 12 Mbit

Thanks to Console Elite, (081) 561 2422, for lending us the cart.

GOOD, BAD OR UGLY?

So it's 2am, my tea's gone cold, the battery back-up tells me I've been playing the game for 22 hours, and I've only found three of the seven runes. Even so, I can't see that there's that much to *The 7th Saga*: 16-18 of those hours were spent indulging in the relentless monster battles that bedevil your chosen character wherever he goes. The interactions are basic, the puzzles aren't particularly hard to solve (mostly a case of finding the right person to talk to) and the towns are all very similar. Why does it need 12 megabits, when *Mystic Quest* can do it in 4?

Fight sequences are statistics-driven, occurring whenever your crystal ball scanner shows that you've encountered a monster. However, the movement of the creatures on the scanner display has no correlation with the environment in which your character moves. The white dots swarm towards you, apparently walking through walls and over water, unhindered by mountains, trees or practical programming. Combat is thus hard to avoid, and happens with wearisome regularity (you can't take more than a few steps without being attacked).

If the combat was more interesting this might not be so bad, but... Well, you know what's coming next. Apart from some nice Mode 7 effects and a bit of animation, there's little more to it than slugging it out with whatever you've got. The monsters aren't that different in characteristics, so tactics and clever attacks don't come into it. You won't gain any advantage by using range missiles against flying creatures, for example. Consider the fact that each area has only three or four different species of sword-fodder and you'll see how repetitive it gets.

On the positive side, *7th Saga* has some novel features which are worthy of note. Ingeniously, the menu-driven system can be played with one hand by using the 'L' and 'Select' buttons around the D-pad, so that you can nibble tortilla chips and sup Earl Grey during those all-night sessions, without interrupting play.

The game also allows you to play any one of seven characters, and the plot runs slightly differently depending on who you choose. Lejes the demon is a good offensive fighter/magic-user to play, but he has trouble conversing with some god-fearing townsfolk (on the not-unreasonable premise that he might eat them). Lux the Tetujin (one of a race of ancient mechanoids) is searching for his creators, but he has the unfortunate habit of SAYING EVERYTHING IN BLOCK CAPITALS. You can join forces with other characters at certain times in the game, but only for as long as you can stand each other'. In fact, er, I've already had to kill Wilme the alien. Personal differences, y'understand.

All in all, those 22 hours probably say more about me than about the game. If publishers can be convinced that a US market exists for RPGs, it'll mean more games and translations for us here. On the strength of *7th Saga*, however, I'd recommend you wait for *Secret Of Mana* or *Final Fantasy III*.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
70%	83%	60%
GAMELIFE	OVERALL SCORE:	69%
80%		

VERDICT: A disappointing effort but, if money is no object and you love all things RPG, then you'll certainly get some entertainment from this.

This is the sequel to the SNES's *Darius Twin*, and the latest in a long line of *Darius* games across all formats. But is it any good?

DARIUS FORCE

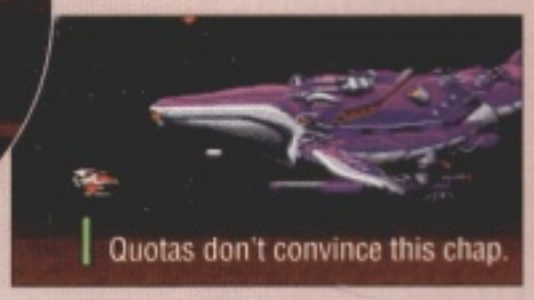
You can choose your own path through the game's levels, providing something in the way of boredom limitation.

Angling Times readers watch out – this baby's got big teeth, and wants revenge. ('It doesn't hurt them', indeed.)

Many levels begin in an asteroid belt (above). Just like *Asteroids*, in a way. *Asteroids* didn't feature cybernetic seahorses, though.

This bit's, well, different at least. One minute you're happily flying along horizontally...

...when suddenly the screen swivels round in Mode 7...



Quotas don't convince this chap.

...and you're flying vertically.

***Darius Force* takes something of a marine theme, so you'll be fighting off psychotic prawns, enraged whales and killer cod. There's even a battle-honed periwinkle to watch out for.**

Japanese Release

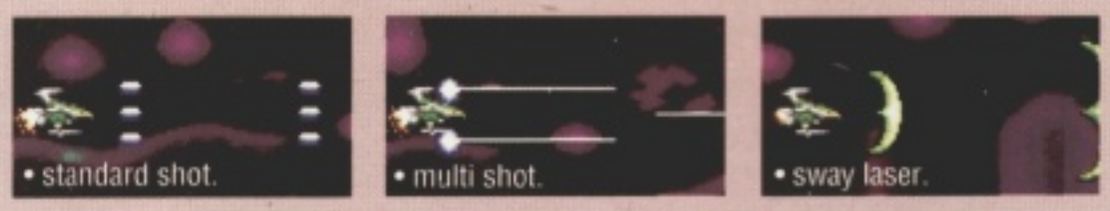
Game: Darius Force
Publisher: Taito
Developer: In-house
Price: Contact supplier
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Thanks to Console Elite, (081) 561 2422, for lending us the cart to review.

ACTION FORCE

You've got a choice of three spaceships. They're all great. And they look like this:

TYPE 1
Dev no ZZ9X-0001
A good, safe, choice, although its bombs aren't so hot.



TYPE 2
Dev no FF5A-0014
Its fully powered-up laser is great. And it's blue, too.

TYPE 3
Dev no FR5A-6351
The criss-cross laser only works in expert hands.

GOOD, BAD OR UGLY?

Call me a purist, but I've always liked my shoot-'em-ups to have powerful weapons, huge baddies and hefty explosions in. So it came as something of a disappointment to find that *Darius Force* has got just about everything in it *except* powerful weapons, huge baddies and hefty explosions.

It's got loads of baddies whizzing about all over the place, which is good. And it's got a few nice ideas, like being able to choose the order you do the levels in. It's also pretty challenging thanks to all the bullets flying everywhere, and there's a really quite impossible bit at the end.

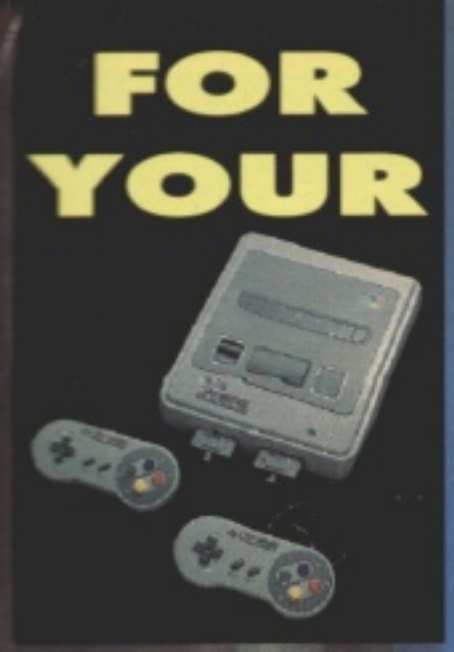
But the weapons are all pretty wimpy compared with, say, *Super R-Type*. There are no add-on pods or things that you can charge up by holding down the fire button. Apart from the bosses, which are quite nicely done robotic sea creature-type things, and one or two biggies here and there, the baddies are all uniformly titchy. And the explosions are more symbolic than anything else – just little blobs of flame and popping sounds – although you get quite a nice rending metal noise when you send down a boss.

Darius Force is playable enough, though, and it's always nice to find a Super NES shoot-'em-up that doesn't slow down. It's all just a bit low key, that's all, and certainly no advance on the pretty average *Darius Twin*. If you enjoyed *Phalanx*, *Gradius III* or, indeed, *Darius Twin*, this could be the game for you. But the Super Nintendo is still looking for a horizontally-scrolling shoot-'em-up that could truly be called a classic. Apart from *UN Squadron*, I suppose, but I've never been hugely keen on that.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
69%	65%	78%
GAMELIFE	OVERALL SCORE:	
69%		70%

VERDICT: Reasonable enough, but the Super Nintendo has enough reasonable shoot-'em-ups already. Come on – let's have a really good one for a change.



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'Silky smooth graphics and bags of gameplay...'

'The first of it's kind to hit the SNES'

'Pool is, not wanting to beat about the bush, an excellent game...'

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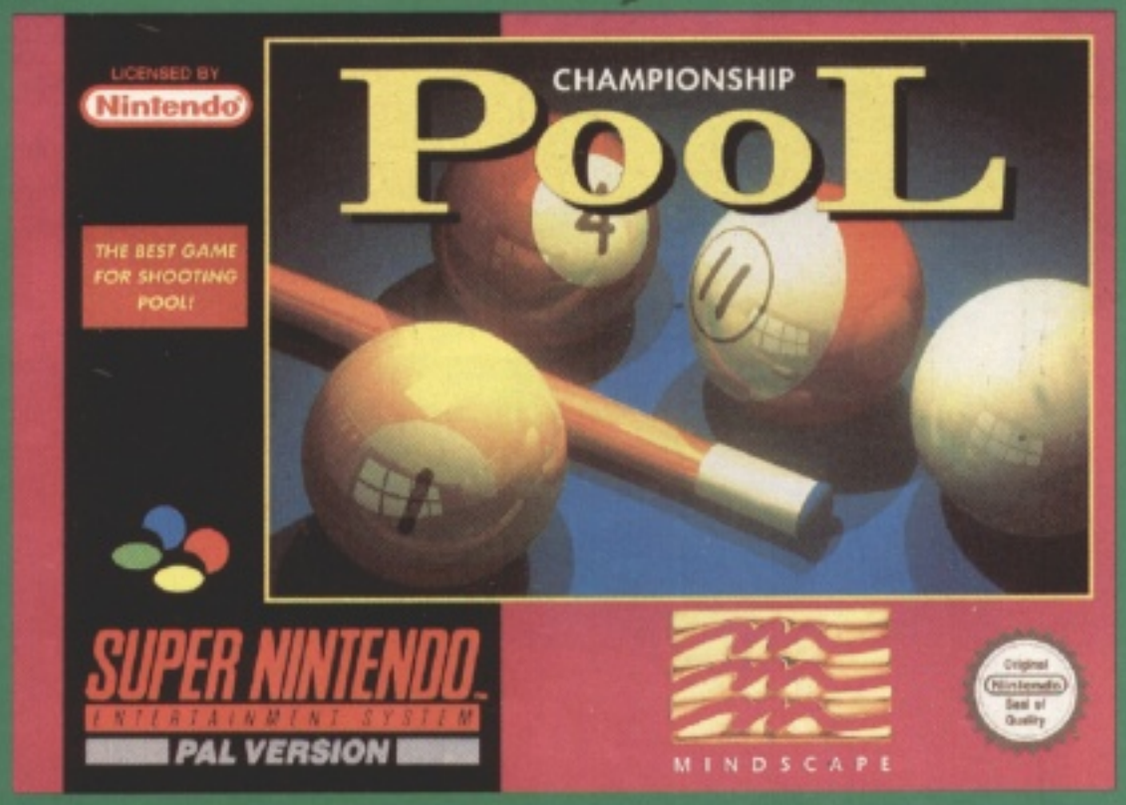


MINDSCAPE

CLAYFIGHTER

UK Release

Game: Clayfighter
Publisher: Interplay
Developer: In-house
Price: £55
Release: December
Players: 1 or 2 simultaneously
Cart ROM: 16 Mbit

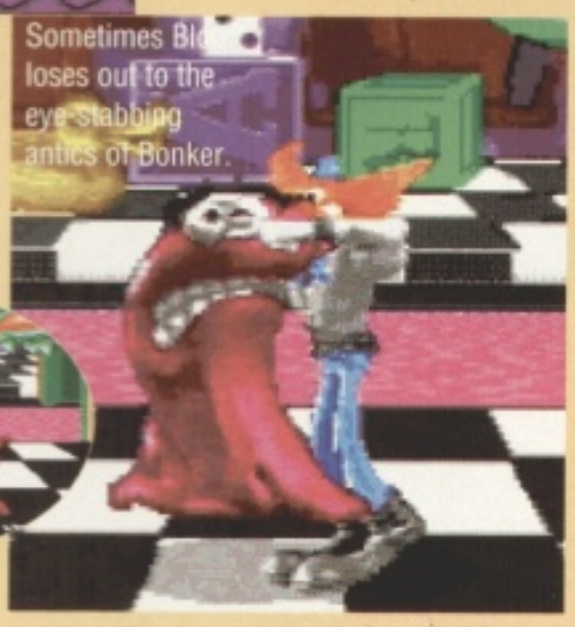
Half the fun is watching the faces of the clay characters as they punch and get punched (or kicked, obviously). Their eyes bug out, their entire heads distort and occasionally bits of them drop off. Brilliant. And not a drop of blood in sight.

Clay is fashionable. Think about that for a moment and you'll realise that it's a terrific gag. But also trendy are the Clayfighters. Let's meet them, eh?

Bad Mr Frosty takes no *Heartbreak Hotel*-related nonsense from Blue Suede Goo. Instead, he does his hardest kick, and misses by half a quiff's length.

Blob is the best character, according to us *Super Play* types. Watch as he kicks in Bonker. He can *be* a boot, amazingly…

…and he can *be* a big bunch of fists with which to smack the unfortunate Bonker in the bonce.



As the hits land, a little word will appear. It's not annoying and adds greatly to the fun.

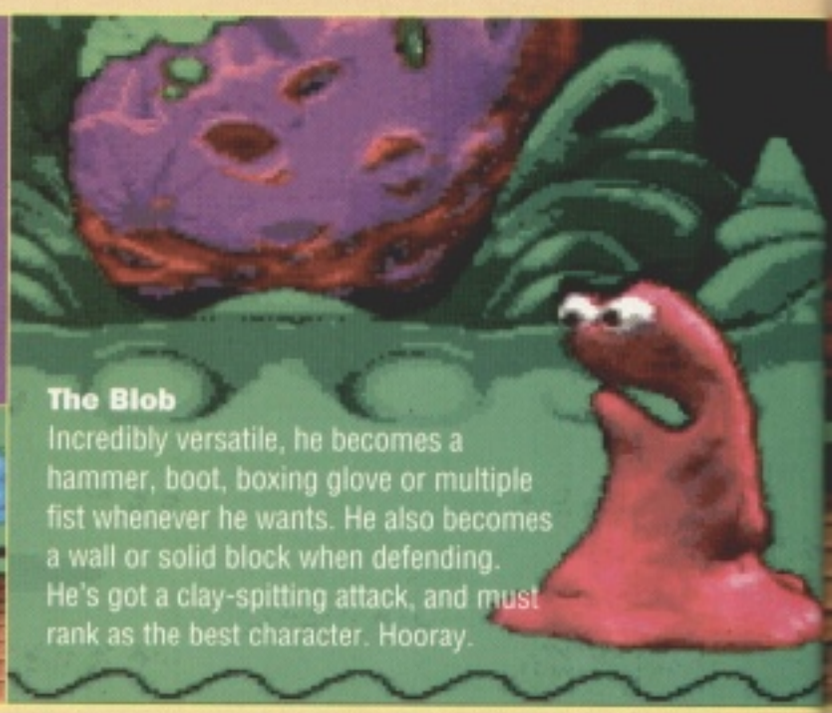
CLAY TO WIN

There are eight Clayfighters (and one boss). But only two of them are human. And here, in no particular order, are those characters.

Bad Mr Frosty. He's pretty much a standard punch-and-kick merchant. He's got a ranged attack, though. He shoots his snowball-like hand at the foe. He's also got a rolling attack, a holding move and freezing ice breath.

Ickybod Clay He's a sort of pumpkin-headed ghost, and he uses his flappy shroud arms and legs to hurt his opponents. He, too, has a ranged attack, which seems to consist of blasting chunks of his juicy head at folk. He can teleport, too.

Helga She's not very agile, but she *is* hard. Helga's got a horizontal spinning attack, which is very difficult to block, she also has singing power, and the famous Helga Torpedo.



The Blob Incredibly versatile, he becomes a hammer, boot, boxing glove or multiple fist whenever he wants. He also becomes a wall or solid block when defending. He's got a clay-spitting attack, and must rank as the best character. Hooray.

Ebony and ivory in perfect harmony? Perfect place for a scrap, more like!

TER

Cool selection screen, eh? The whole game happens in that clown thing.

Helga's singing move is very powerful. Here, Frosty cringes under her wailing.

A stunned Mr Frosty is about to be clobbered.

Tiny is hugged by Taffy. Bizarre.

Taffy punches Helga, whose hea echoes horridly.

Don't tangle with Bonker. How *did* he get that name?

GOOD, BAD OR UGLY?

Forget high-tech computer morphing and remember Morph out of *Take Hart*. Well that's what you've got here, in essence. The graphics look really good because of the photo-realism of the characters, and, although they seem at first to be totally mismatched, they actually get more even as you get used to their moves. It's a bit like moaning about Dhalsim being crap, when the only problem is that you don't really know how to use him properly.

The programmers have opted to use the *Street Fighter II* moves, more or less, so if you can do a fireball with Ryu, you can also do one with Bad Mr Frosty. This adds to the game's appeal, because you don't have to learn all sorts of weird and uncomfortable button and direction movements to get the desired effect. As long as you're good at *Street Fighter II*, that is.

The idea isn't to repeatedly compare this game with *SFII*, of course, because no SNES beat-'em-up has ever looked like coming close to that veritable pinnacle of programming. But the fact that the moves are similar, and the general feel of the game isn't a million miles away, makes the odd cross-over comment impossible to avoid. So there.

For some reason, the balance between attacking and defending doesn't feel quite right, and you tend to spend a lot less time blocking than you do with, er, other games I could mention. Bouts of two-player *Clayfighter* tend to consist of frenzied leaps into the air, followed by hefty smackings and kickings, until one character disengages because he's realised his energy's nearly gone. Then, after a bit of a pause for regrouping, the stronger player launches another assault, which knackers him, but also finishes off the enemy.

The more you play *Clayfighter*, the less weird it becomes. There's great humour value in the game, but this obviously wears off after a while. And once you realise that *Street Fighter II* remains safe, you can start to enjoy it more.

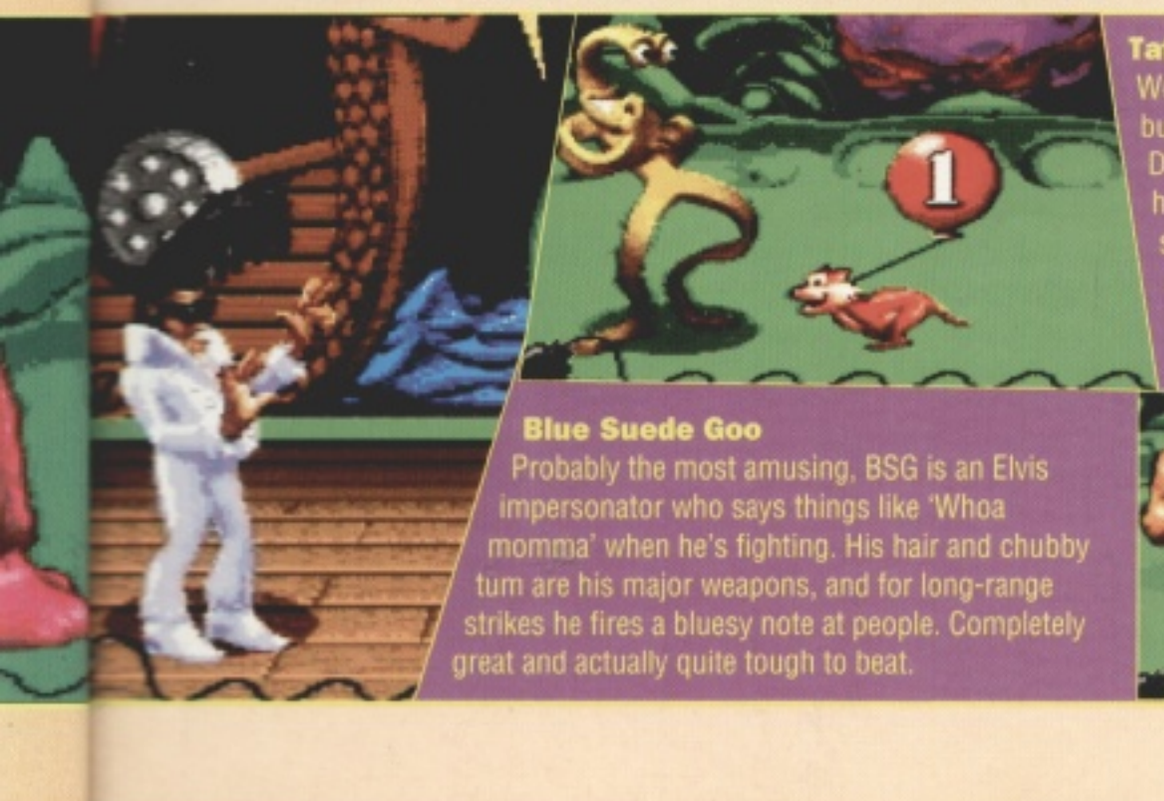
Criticisms? Well, the characters don't feel too smooth, and their 'weight' is very strange. But, there again, how could you know what a clay boot should really feel like? Also, it's hard to judge the contact distances between characters, especially as some of them, like Taffy, are incredibly weird, elongated shapes.

Oh, and when you're playing against the Super Nintendo, it has a really annoying, seemingly pre-programmed, capability to come back from being kicked almost to death and thrash you. And, as you progress through the game, you'll find the same characters playing the same way, but doing much more damage per hit. It's frustrating to have killed, say Bonker, early on, and to have to face a much stronger Bonker later, and to do all the things you did to beat him last time, but to die. The question is, how many times can you kill a clown?

● James Leach

GRAPHICS	SOUND	GAMEPLAY
91%	90%	79%
GAMELIFE	OVERALL SCORE:	
84%		85%

VERDICT: *Clayfighter* has got the best soundtrack of any fighting game ever. There's loads of speech and marvellous effects. The graphics, too, are unlike anything ever seen before in a combat game. But the playability can't *quite* live up to the incredible looks and sounds. Still, it *is* fun and, although the humour wears off, it's a fab game with some real depth to it.

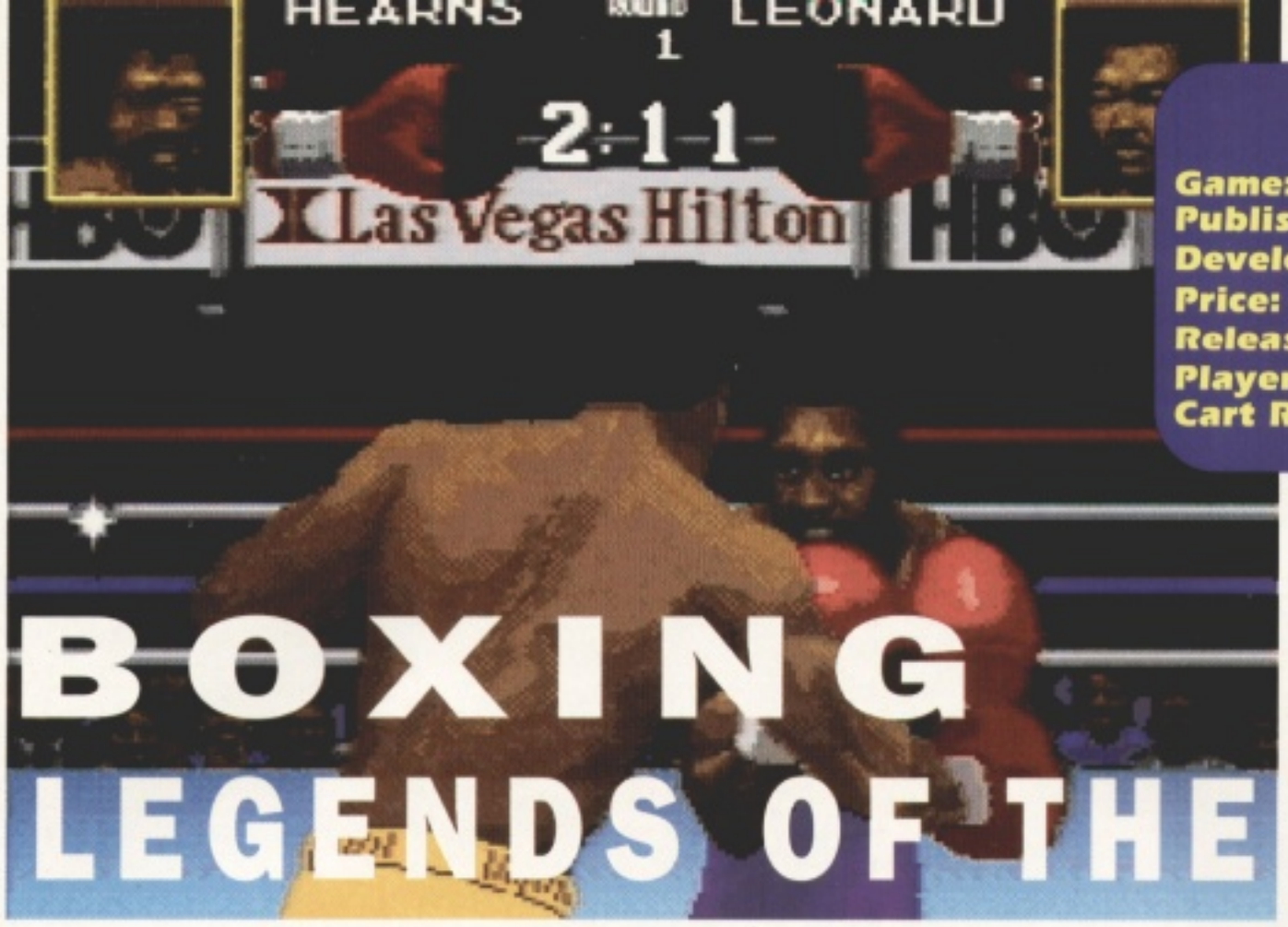


Blue Suede Goo
Probably the most amusing, BSG is an Elvis impersonator who says things like 'Whoa momma' when he's fighting. His hair and chubby tum are his major weapons, and for long-range strikes he fires a bluesy note at people. Completely great and actually quite tough to beat.

Taffy
We're not sure what Taffy actually is, but this chap's made of it. He's the Dhalsim of the crowd; and can wind himself up and spin around the screen like a Catherine wheel, doing untold harm to those in his way. He doesn't have a ranged attack, though. But he is tough.

Tiny
It's a great joke, you see. Tiny is actually quite large. He's a Zangief-type, with few specials, but a very powerful set of punches.

Bonker
As you can see, he's a clown. But he's a tough one. He throws custard pies and his head is on a spring, which whips it out to collide with his adversaries. He's got huge feet and can do the type of boxing where you stand on someone's toes and repeatedly jab their face with a circular fist-motion.

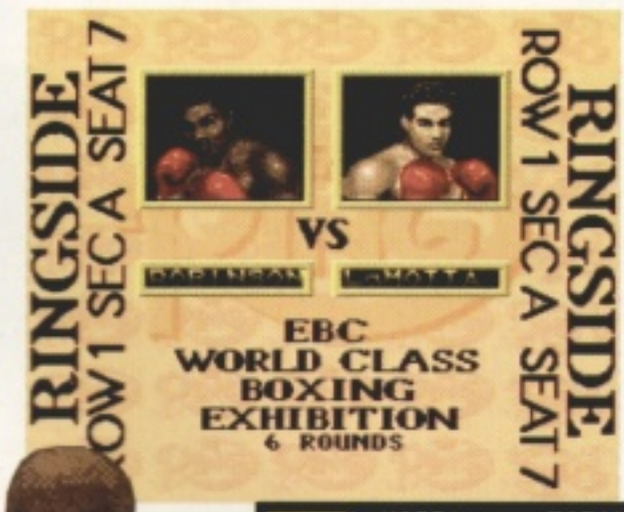


BOXING LEGENDS OF THE RING

UK Release

Game: Boxing Legends Of The Ring
Publisher: Electro Brain
Developer: In-house
Price: £TBA
Release: December
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

Nasty, brutish and more bloody than a butcher's floor, Electro Brain's new fighting game takes all the other boxing games and puts them on the canvas in Round One.



Seen the great boxing film *Raging Bull*? In this game you can recreate the LaMotta -Robinson fight on your own Super NES.

PUNCHING POWER: ALL THE RIGHT MOVES

Each boxer has a once-per-round super punch that really damages the other fighter.

A stabbing right cross to the head is usually enough to stop an opponent in their tracks.

Mind you, the left hook to the body is rather painful. (Not to mention nasty on the kidneys.)

The left hook to the head isn't all that pleasant either. Good for the sinuses, though.

The left jab is the quickest punch there is, but really only keeps the other boxer at bay.

The left uppercut is a chin-jarring masterpiece of a punch. And it looks great. And hard.

The right uppercut is just as harmful to the old glass jaw. Not so much pose value, however.

A nice right cross to the body completes the punch line-up. It has to be the least 'cool' of the lot.

GOOD, BAD OR UGLY?

Ever since the Nintendo coin-op *Mike Tyson's Punch Out* hit the arcades in 1985 every boxing game's been exactly the same – your character's slap bang in the middle of the screen, the other fighter's standing right in front of you and you've only got a couple of punches. On the face of it, *Boxing Legends Of The Ring* looks pretty similar in style, but it's miles better than any other boxing game that's ever appeared. 'But, hang on', I (somehow) hear you cry, 'Aren't all boxing games crap?'. Yes, well I know it's hard to believe, but this game is excellent.

The controls are extremely simple. You use two fire buttons to control the fists and get different punches by moving the joypad about – a bit like *Street Fighter II*. There are eight punches in all and two blocks, which might not sound like much but it really does make for some pretty brutal fights. And you can only throw a certain number of punches in each round before you run out of stamina, so fights are very tactical.

Successfully blocking or dodging a punch not only stops you losing your teeth, but tires out an opponent more than if they'd landed one on you. After a few goes fights become tense contests, as you try to out-think the other fighter while reacting to their punches.

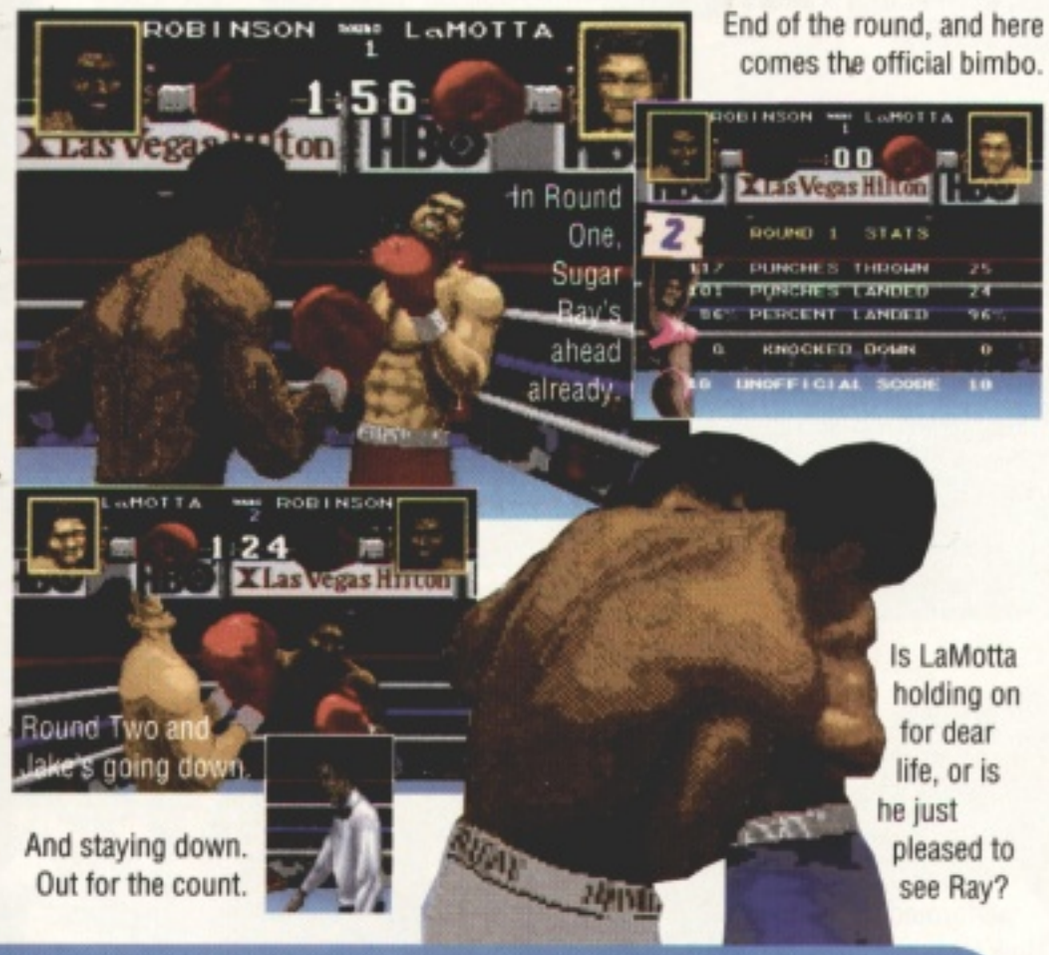
Superbly effective graphics and sound greatly enhance the gameplay. The 'Legends' really do look like their real-life counterparts and the punches are just gruesome. Every time a punch lands the fighter grimaces or their head flies

BOXING. IS IT A BAD THING?

***Super Play* investigates pugilism:**

- Well, it hurts a lot.
- And it's a heartless exploitation of two noble sportsmen.
- And you could end up like Muhammed Ali.
- Or end up in Brut advertisements like Henry Cooper.
- Or in panto like Frank Bruno.
- That Lennox Lewis isn't really British, is he?
- And his manager's a bit of an urchin.
- Still, Harry Carpenter's alright.
- Better than Jim Rosenthal, anyway.

Embark on a solo boxing career and you'll rise up the ratings as you win fights.



End of the round, and here comes the official bimbo.

back, or they bend over double in pain. Blood spurts everywhere and there are lots of impressive 'Ooohs' and 'Urghs' with every hit. And best (worst?) of all you'll find a little face of each boxer in the corner of the screen that indicates their stamina rating. The more they get hit the worse they look, until they end up resembling a bag of spanners. Most satisfying.

There are three different games to play in the one-player game, all of which are good fun. But the game gets even better when you play against someone else and get to plaster them all over the ring. Eight-player tournaments are just great. Overall, I reckon *Boxing Legends Of The Ring* is a super game – more violent than *Mortal Kombat*, as exciting as *Street Fighter II* and the best boxing sim yet.

● Chris Buxton

GRAPHICS	SOUND	GAMEPLAY
82%	85%	87%
GAMELIFE	OVERALL SCORE:	87%
80%		

VERDICT: A fab boxing game that's easier to pick up than most beat-'em-ups, but has enough variations to outlast them all. Really bruising graphics and vicious sound put it in a different league to other fighting games. A great change from tired *Street Fighter II* rip-offs.

COMING THIS WINTER!

FUTURE PUBLISHING

PRESENTS

The Ultimate Guide To The Ultimate Games Machine

STARRING

GIANT IN-DEPTH PREVIEWS OF EVERY IMPORTANT NEW GAME - GUARANTEED! EVERY FULL PRICE, BUDGET, CD AND PD TITLE REVIEWED! NO OTHER MAGAZINE HAS THE SPACE OR DETERMINATION TO COVER EVERY NEW GAME IN SO MUCH DEPTH! PLUS! MORE INTERVIEWS, FEATURES, TIPS, BEHIND THE SCENES STUFF AND PLENTY OF OTHER TOP SECRET (BUT REALLY RATHER GROOVY) THINGS WE DAREN'T EVEN WHISPER ABOUT YET. IF IT'S HAPPENING IN PC GAMES, IT'S HAPPENING IN

PC GAMER

First Issue
Thursday
November 11

Hang On.
If You Can.

Future PUBLISHING

WORLD HEROES

They say imitation is the sincerest form of flattery. They should be taken outside and given a good hosing down, we reckon.

Maybe I'm just imagining it, but does this look like Balrog's Las Vegas stage, thinly disguised as a circus to you? And isn't it just Chun Li with a sword against Ken with his hair dyed, anyway?

A tricky bonus stage this – hit 'punch' forever and win.

A so-called Fatal Match in operation, but don't worry – nobody really dies. It's only a game after all.

Is that a Bruce Forsyth impression, or just a rude gesture?

Now this one's definitely a Bruce Forsyth impression, I'm sure of it. But performed by Hulk Hogan.

US Release

Game: World Heroes
Publisher: Sunsoft
Developer: In-house
Price: £50-£60
Release: Out now
Players: 1or 2 simultaneously
Cart ROM: 16 Mbit

Thanks to Console Plus,(0924) 456802/(0345) 090099, for lending us the review cart.

MATE IN TWO MOVES

You can finish the entire game using these two moves, on the first four levels, at least.

This one's good for smutty captions. But not today.

While this fireball move baffles even the smartest of the computer fighters, however slowly you throw it.

GOOD, BAD OR UGLY?

God. But that's enough philosophy. Actually, no it isn't. It's time someone did some theological research into things like *World Heroes*, and they're going to have to come up with some pretty damn good answers.

World Heroes is, as you can doubtless see perfectly well for yourself, a one-on-one beat-'em-up. It features eight characters, including two identically-powered ordinary-looking Japanese blokes with fireball-throwing abilities, and a big special punch which goes up into the air and has the fighter surrounded by a dragon while he does it. It also has a huge American fighter with spinning piledriver and rushing punch moves, a token girl, a fascist dictator-type in a tight uniform, jackboots and peaked cap, a big fat geezer with – you're getting the idea now, aren't you? It's *Street Fighter* blimming *II* again, isn't it?

This is probably the most shamelessly close rip-off of Capcom's classic yet, though – even the backdrops have an eerily familiar look about them. It isn't, of course, anywhere near as good – after you fight the other seven characters in the game (plus the obligatory 'surprise' extra baddy at the end who can morph, *Mortal Kombat*-style, into any of the other fighters), that's it – no extra bosses or anything, just an ending which, contrary to what the manual claims, seems to be exactly the same whatever difficulty level you play on, and whether you use any of your three continues or not. Not that you should have to – I went straight through this first time, and only ever used two different moves at that.

The traditional cry which usually goes up at this point is 'Ah, but these things are only really meant to be played in two-player mode'. To which my reply is 'Well, yes, it's all good clean fun in two-player mode, but it's still just a pale shadow of *SFII Turbo*, with fewer features and nothing extra or new except a 'Fatal Fight' version, which is ridiculous because, although the bouts take place in arenas with deadly spiked walls, electric fences and mines and so on, Nintendo have obviously made Sunsoft remove the associated blood and gore, which kind of defeats the object. And that's it.'

This is a perfectly acceptable game in its own right, but why have cotton when you could have silk?

● Stuart Campbell

GRAPHICS	SOUND	GAMEPLAY
84%	73%	78%
GAMELIFE	OVERALL SCORE:	77%
50%		

VERDICT: Well, it's all right in itself (if a pretty disgraceful rip-off of someone else's idea), but (for reasons outlined above) you'd have to be completely bonkers to buy it.

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West Sussex RH15 9BR

Name .....

Address .....

.....

..... Postcode .....

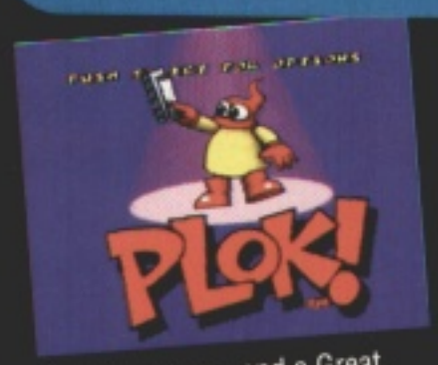
Telephone .....

Plok!: crazy name, crazy hat, crazy guy. (And crazy wellingtons.)

US Release

Game: Plok!
Publisher: Tradewest
Developer: Software Creations
Price: £47
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Thanks to Console Elite, (081) 561 2422, for the loan of the cart.



The title screen, and a Great Gaming Moment as Plok pulls out his harmonica and begins to play. Actually, like, play.

It's a lovely morning, and ever cheerful, wouldn't-hurt-a-fly Plok's all ready to make the most of it.

But – oh no! – someone's nicked his flag! And thus the rather bizarre and convoluted storyline begins.

He sets off in his boat to look for the flag, having spotted what looks like it on an island adjacent to his own.

But he uncovers a trail of deception and false promises. What sort of person would do this to the little fellow?

PLOK!

Okay, okay, so it's another platform game with a cute character in it. And for the first few levels it looks like it's going to play just like every other platform game with a cute character in it. But wait! *Plok!*'s got loads of original stuff in it, and a storyline that'll keep you playing till the end. It's absolutely huge, too, and gets better the further you get.

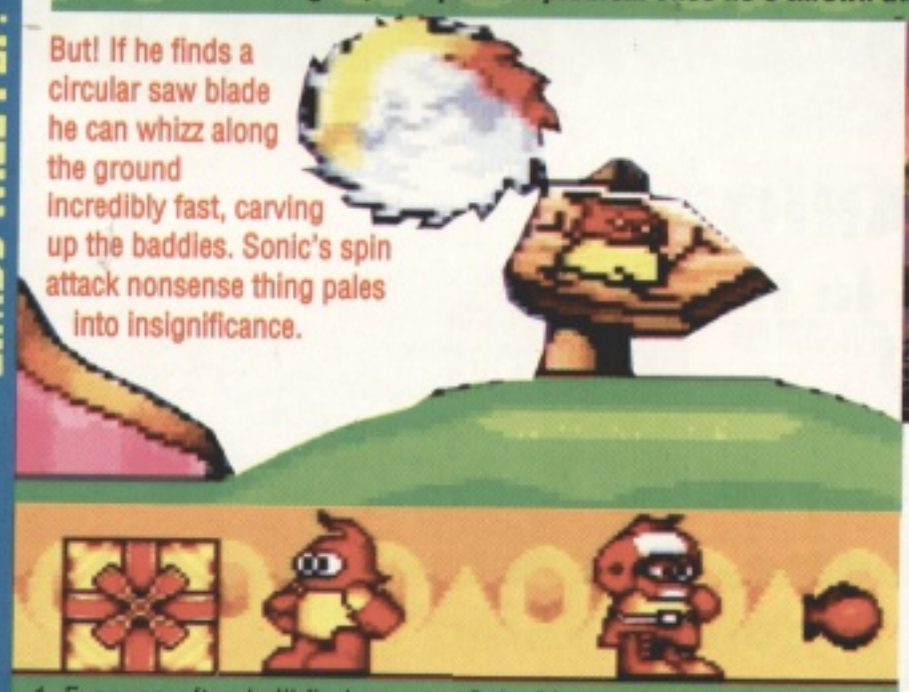
The little Plok on the map looks just as good as the big, real, proper one.

There's lots to be done before you get to this great bit.

Plok's standard attack mode involves, er, throwing his arms and legs at the baddies. As you might imagine, this poses a problem once he's thrown away all four of his limbs.

LIMBS WILL FLY!

But! If he finds a circular saw blade he can whizz along the ground incredibly fast, carving up the baddies. Sonic's spin attack nonsense thing pales into insignificance.



1. Every so often he'll find an exciting-looking parcel.

2. Inside are special suits, like this boxer's outfit.

3. Or this welding kit, with which he can frazzle baddies.

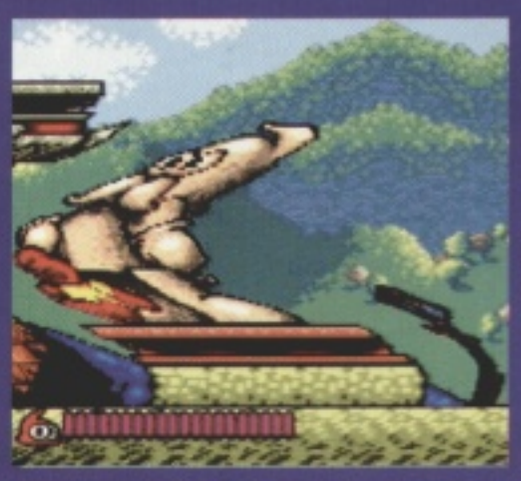
4. Or a series of increasingly brilliant means of transport. These, for example.

Plok's life-long enemies, the Bobbins Brothers, are to blame for all the trouble. They're not nice people at all.

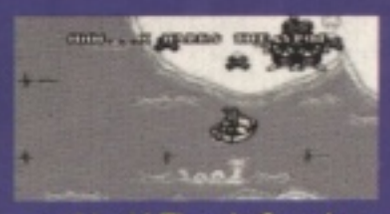
As you've have discovered if you've read the film strip thing with the intro in it, Plok's in trouble – his flag's gone missing. And to get it back he's got to wander all over his island home, and the islands around it, trying to work out what's going on.

As well as hopping about on platforms, there are tests of mental keenness to be tackled. Like this particularly bizarre bit, where Plok has to fire his limbs at that switch on the left to activate a platform, and then retrieve them from the hanger on the right.

THE GOOD OLD DAYS

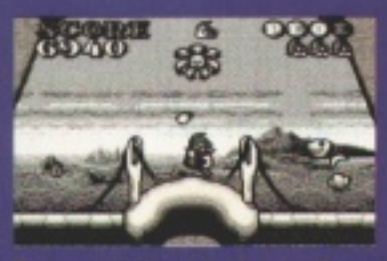


Exhausted after a hard day's flag-recovery, Plok slumps down next to a statue of his old Grandaddy, closes his eyes, and starts thinking about a similar quest his forebear once went on. The screen goes all wibbly...

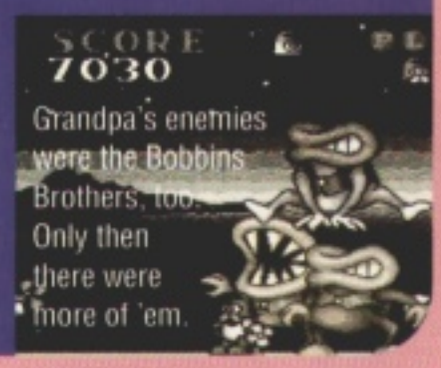


...and look! There's Grandpa, making his way across a yellowing, creased old map with sea monsters on it.

This being the days before they invented colour, everything's in black-and-white, like this intro screen.



Gameplay hasn't changed much over the years.



Grandpa's enemies were the Bobbins Brothers, too. Only then there were more of 'em.

5. Or this hunting gear, complete with shotgun.

This bit would be impossible to explain. But it's brill.

GOOD, BAD OR UGLY?

I was gravely concerned about *Plok!*, having familiarised myself with its wellingtonned hero and analysed him according to Davies's Law of Platform Games. (Which states that the actual content of a platform game is inversely proportional to the personality of its central character.) Plok's a fabulous little fellow, with his selection of battle suits and his limb-tossing escapades, and I was terribly afraid that developers Software Creations might have ploughed all their efforts into him, forgetting all the other stuff you need to have in a game.

But no! Quite the opposite! There's nothing actually that remarkable about *Plok!* (I think I'll drop the exclamation mark from now on.) It just feels different, somehow. Sort of 'happy'.

The brightly-coloured graphics might have something to do with it. (Only the SNES seems to be able to manage colours this spectacular.) And the music, by Jason's fave, Tim Follin, helps too. And the continual flood of new ideas and new things to do that keeps washing over you as you play. The storyline's nice, too: silly enough to be entertaining without being so surreal as to spoil everything.

But there's more. I liked the way that, if you can't see the platform you've got to jump onto next, a line of collectable shells indicates the path to jump along. Or the fact that, if I fell in water, I didn't just die straight away – if I had enough energy left I was shot up into the air and given a chance to land somewhere safe. It's almost as if *Plok* wanted to be my friend.

It's not completely friendly all the way through, though. There's a nasty bit early on where all these logs suddenly fly onto the screen and kill you, unless you know exactly when to expect them. And the game does toughen up substantially once you've made it through the first stage or so, which is probably just as well.

In terms of long-term buying potential, well, it's a platform game – you know the score. There are loads of levels, 64 altogether, I think, and it'll take you days, possibly weeks, to play through them all. Once you have, though, whether you'll carry on playing it depends how keen you are on discovering secret bits and bonus levels (of which there are plenty in *Plok*).

I really do like this one, and it's one of the few platform games I'd genuinely consider buying.

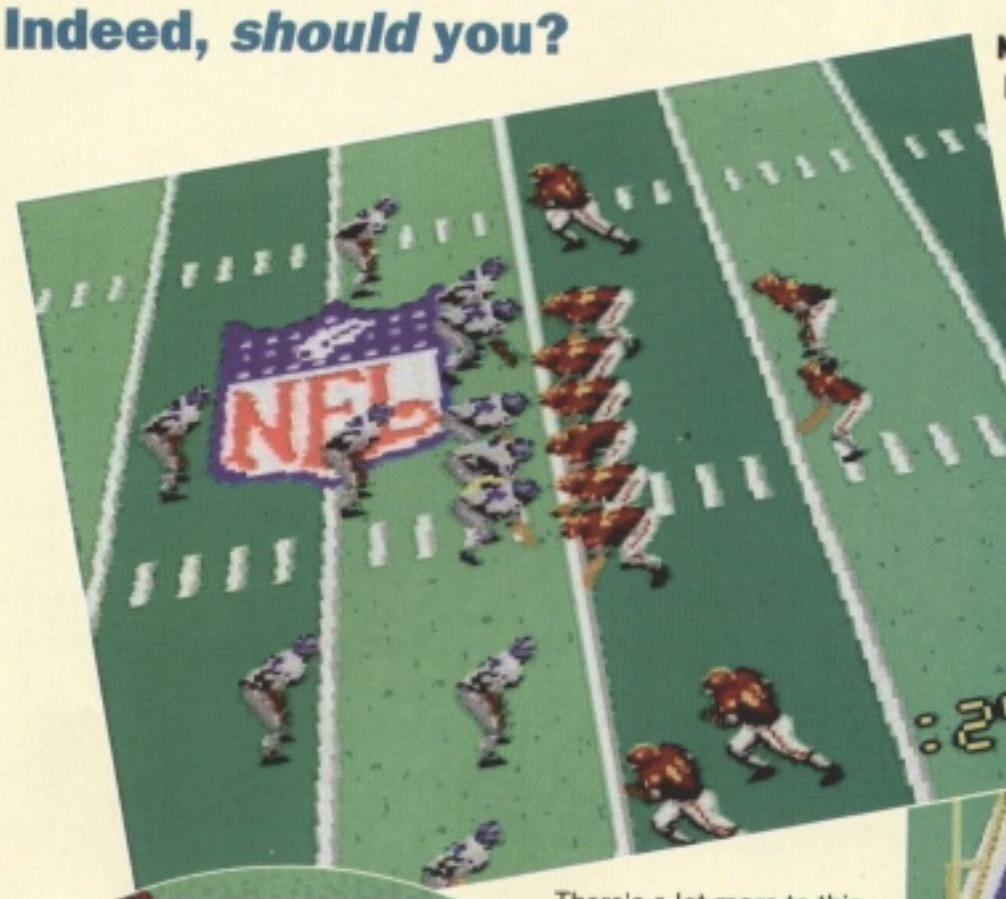
● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
94%	93%	91%
GAMELIFE	OVERALL SCORE:	90%
85%		

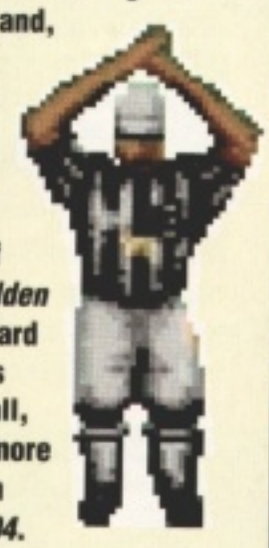
VERDICT: This is (shudder) a 'feel-good' game. And it's great. Even if your shelves are brimming with cute platform games, there's sure to be room for one more.

NFL FOOTBALL

Could you find room in your heart for another American football game after *John Madden*? Indeed, *should* you?



NFL, by the way, stands for National Football League, and because they have officially licensed this game, all the team names and insignia are fully present and, indeed, correct. Oh, and there's a big 'NFL' shield in the middle of the pitch. None of this is in *Madden '93*, but diehard football fans will find it all, and much more besides, in *Madden '94*.



US Release

Game: NFL Football
Publisher: Konami
Developer: In-house
Price: £50-£60
Release: Out now
Players: 1or 2 simultaneously
Cart ROM: 8 Mbit

You can play up to 15 minute quarters, which means that each match lasts... um, 4 times 15... er...

There's a lot more to this game than beefy blokes in padded shirts jumping on each other. No, there *is*.

American football. Not to be confused with the game of chucking-a-funny-shaped-ball-around.

Above: We see the Dallas Cowboys about to score against the Washington Redskins. Cowboys vs Indians, geddit?

In *real* life (or at least as real as it gets in the US), the umpires wear fab headsets with microphones that relay their voices through the PA system.

GOOD, BAD OR UGLY?

Stragglecart. Perhaps I'm not making myself entirely clear; after all, 'stragglecart' is a word I've only just made up. I'm going to use it to describe any new console sports conversion which, despite being a reasonable enough game in its own right, will never really amount to anything, because it's not quite as good as a previously released classic. You know how it is; for every *NHLPA Hockey* there's a *USA Ice Hockey*, for every *Super Tennis* there's an *International Tennis Tour*; 'cos every *Super NBA Basketball* has its *Super Dunkstar*, just as every rose has its thorn, just as every night has its dawn. Oh yes.

It's the destiny of these stragglecarts to wither in the shadow of a mightier predecessor; and, let's face it, there can be few shadows mightier than that cast by the awesomely well-built Mr John Madden. There are, in fact, only two types of American football game; *John Madden '93* and, erm, all the others. And, whilst *NFL Football* has a jolly good stab, it just doesn't cut the mustard.

Oh so there's plenty of Mode 7 jiggery-pokery, with zooming and swirling viewpoints that make the thing look nice enough, but only serve to distract and confuse during the game. There's oodles of commentary, with phrases like 'Nice catch', 'big play' and the innuendo-ridden cry of 'big tackle' being bandied about left, right and centre. It moves smoothly for the most part, and has a suitably comprehensive playbook, but – and this is the crucial problem – there's rarely a direct enough link between your button-pressing antics and the behaviour of the blokes on your team. There's no control over pass receivers, for instance, so a completion or interception feels almost accidental. It's all supposed to be down to timing, but you never see enough of the field to judge deep passes, and the individual player sprites muddy together in the pack to make running and tackling seem similarly hit-and-miss.

Still, in two-player mode at least, *NFL Football* provided an enjoyable, if occasionally frustrating, game of football. It's not that bad, really, but nor is it that good. And that, my friends, is the tragically inevitable lot of the stragglecart.

● Jonathan Smith

GRAPHICS	SOUND	GAMEPLAY
78%	75%	71%
GAMELIFE	OVERALL SCORE:	76%
83%		

VERDICT: It's not as good as *Madden '93*, and nowhere near as good as *Madden '94* will be (when it finally comes out). And who needs more than one American football game, anyway?

Pierre Le Chef is... Out to Lunch

Pierre Le Chef is travelling the world to create the traditional culinary delights of the host country. But he's having his problems - in catching his ingredients!

Help Pierre trap the ingredients necessary for his recipe but be sure to avoid all the angry ingredients as well as disease monsters, vicious insects and last but not least your arch rival Le Chef Noire. If you can't avoid them, destroy them with your unique weaponry - flour bags, whisks and the like.

Travel to eight different countries with loads of levels and many more hidden and bonus levels in your attempt to treat the world to Pierres' marvellous cuisine.

'One of the most playable platformers yet'
Games Business

'All the sparkling of a classic platform romp. Certain to be in a few stockings this Christmas'
Super Action

'A frantically wonderful video game. Exotic backgrounds and the sprits are cute and sensual'
Gamesmaster.

Scores:	Games Master	89%
	Super Action	84%
	Super Play	84%
	SNES Force	84%

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MINDSCAPE

ROBOCOP VS

Not many people know that in the Director's Cut of *Terminator 2*, Arnie actually says 'I'll be back. In a really crap licenced platform game.'

You'd think, wouldn't you, that having huge jets of flame constantly bursting across it would in some way weaken the structure of this girder. Especially with a two-ton rozzer on it.

UK Release

Game: Robocop vs Terminator
Publisher: Virgin
Developer: Interplay
Price: £49.95
Release: TBA
Cart ROM: 8 Mbit

GREAT THINGS YOU CAN DO IF YOU'RE A ROBOT

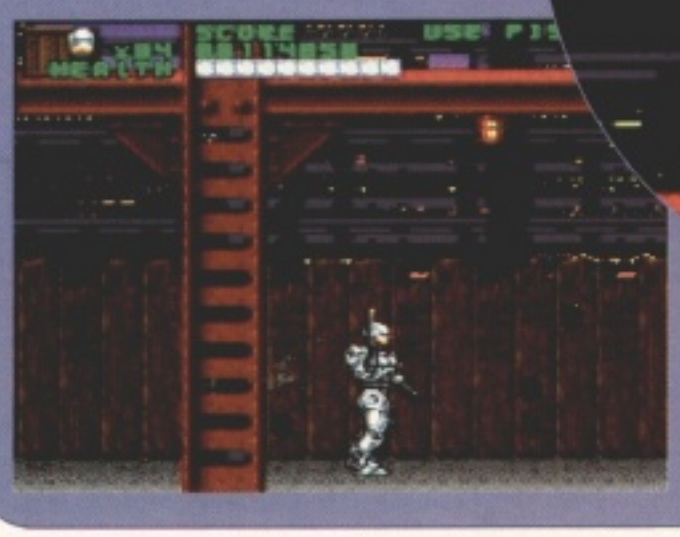
It's not all fun, fun, fun when you're a reconstructed tin law enforcement cyborg. As this game proves. But there *are* certain advantages to being made entirely of reinforced titanium/Kevlar alloy. Why, just look at the larks you can have...

Stick your hand in flames without it hurting.

And your feet.

Stand on thin air in the middle of a thunderstorm, apparently.

Hang from pipes for ages, without getting sore arms.



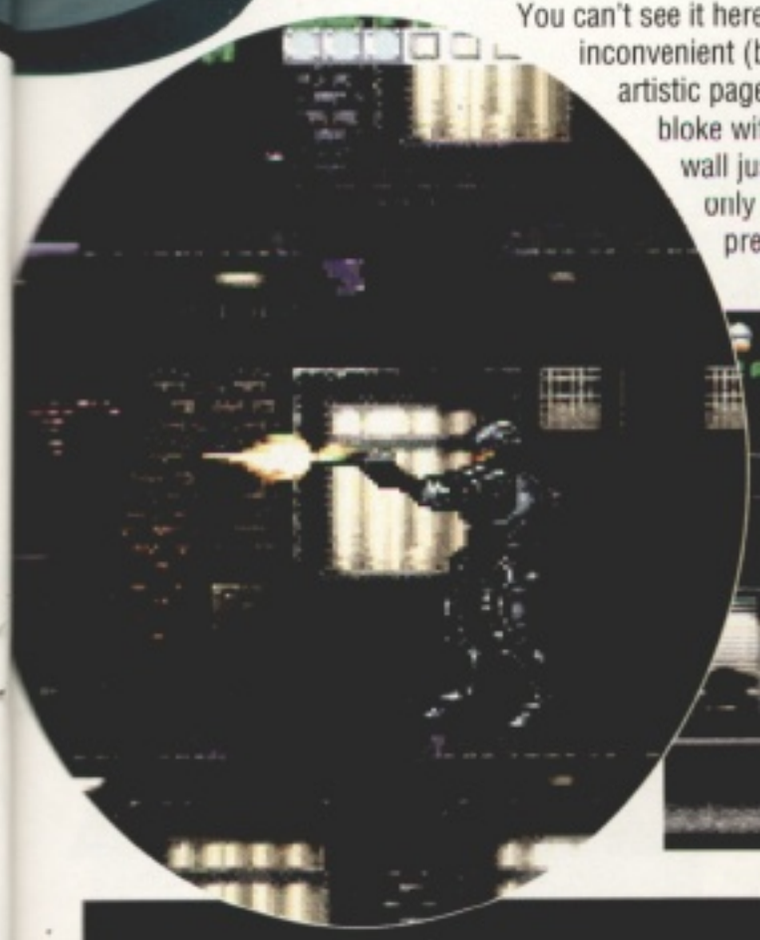
Er...

The third level is extremely long and tiring. So who could blame our plucky ferrous hero for taking time out to have 40 winks during a quiet moment? Not I, that's for sure.

'And Waddle steps up to take this crucial penalty... he blasts it powerfully to the keeper's right... but he's saved it!'

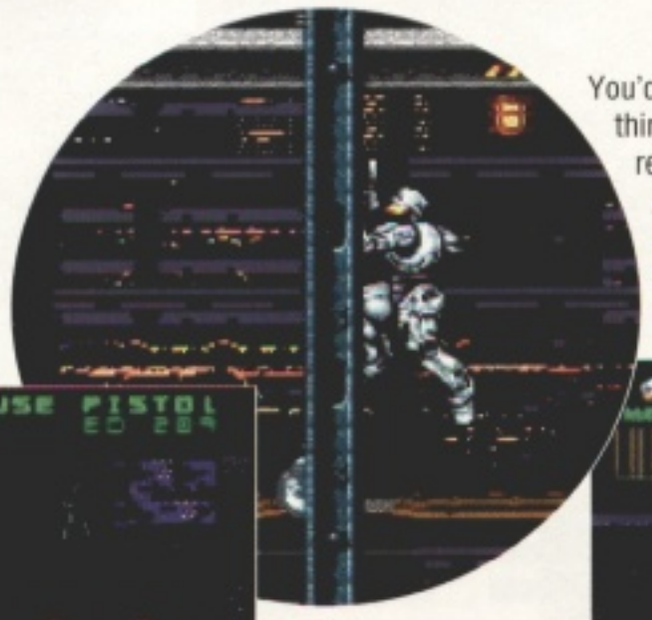
After about eight hours of trekking around this level, you get to meet the end-of-level boss. It's ED-209. Again. Are there any Terminators in this game at all, do you think?

TERMINATOR



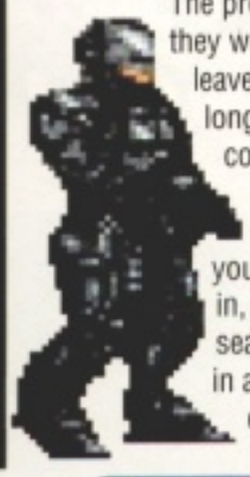
You can't see it here, thanks to some inconvenient (but undeniably stylish) artistic page design, but there's a mean bloke with a big gun hiding behind a wall just off-screen, who you can only see as a silhouette. He's pretty scary, all the same.

See that little geezer on the rooftop in the distance? He might be small, but his gun's so big it can make the bottom of your world completely disappear.



You'd be amazed if you knew how much the third level of *Robocop vs Terminator* resembles ancient *Mario*-launching coin-op *Donkey Kong*. Climb ladders, jump flaming barrels, negotiate rickety girders with holes in them, it's got the lot.

Here's the level one boss. Not the Terminator, as you might be expecting, but your old pal and mine, ED-209. Nice to have you back, ED.



The programmers obviously knew what they were doing here, at least. If you leave the game standing still for a long period, the auto-start, combined with the fact that nothing attacks you right at the start, would leave you in danger of screen burn-in, were it not for this searchlight which zips around in a vain attempt to inject some excitement into the proceedings.

Blimey, viewers. Do you think the puzzle element of the game will be too cerebral for you? Here's a clue, okay? You have to stand on the boxes. Think about it.

GOOD, BAD OR UGLY?

Dear Programmers of *Robocop vs Terminator*, pray tell me something. Do you think we don't know? Do you think we don't know *exactly* why you've done everything you've done here? Do you think we don't know that you've gone 'Hey, this game's got great graphics, with a great realistic lighting effect, it'll look really great on the back of the box, the kids will be impressed, so we don't have to bother writing a half-way decent game'?

Do you think we don't know that the reason you've made the route through each level of this incredibly tedious platform shoot-'em-up so horrible and tortuous is so that it will seem like it's bigger and harder and more interesting than it really is? Do you think we don't know that when a huge girder there was no way of anticipating whatsoever falls on Robocop's head at the start of level three and kills him instantly, that that's just a trick to make us play the same bits of the levels over and over again, until we've learned our way through the entire game (and without the aid of continues or restart points), relieving you of the need to write a game that's challenging in any other way than as a test of memory? Do you think we're not completely sick of enemies that regenerate as soon as we walk off the screen, even if they are bloody dustbins?

Do you think we're too stupid to spot the fact that the enemies never actually walk right up to Robocop, because that would mean you had to write a routine where he punched them or collided with them or something? Do you think that making the baddies (all two different types of 'em) fire at two different heights in the second level, so that Robocop has to crouch down now and again, is an imaginative and clever way of increasing the difficulty level? And that instead of having the baddies attacking at awkward times, you've just lined them up so that they charge on relentlessly, causing you to take damage whenever you're trying to do something other than simply defend yourself by crouching and blasting?

Do you think that sticking in a couple of nice ideas, like the little guys who run across rooftops in the distance and occasionally fire rockets at you in level two, will make us forgive you for the unbelievable lack of effort you've expended on the rest of the game?

Do you think we won't notice that there's no music anywhere in the game at all? Do you think we won't notice that the only way you can get anyone to start playing it is to make it start automatically by itself every time you load it up or lose all your lives? Do you think we don't realise that this is also just a clever trick to get you out of having to program a demo mode? Do you think we won't be appalled by the breathtaking slackness of the presentation (there isn't even a 'Game Over'; when you die, all you get is a Virgin Games logo flashing up a couple of times, then straight back into the auto-starting intro sequence)? Do you think we don't know that the only influence the Terminator's got on this game is the use of its name in the title to make gullible idiots buy it without checking to see if it's any good or not?

Do you think we're going to fall for this stuff again? Do you think we're *completely* brainless? Don't call us. Don't write. Goodbye forever.

Love,

● Stuart Campbell

GRAPHICS	SOUND	GAMEPLAY
90%	69%	21%
GAMELIFE	OVERALL SCORE:	27%
70%		

VERDICT: The slackest, shabbiest, laziest film licence I've seen in years. Gorgeous graphics, but don't let them sucker you.

ACCIDENTS WILL HAPPEN - SOME OF THE THINGS YOU'LL RUN INTO ON YOUR TRAVELS

Try to steer clear of the animals, and I don't mean the band.
That's a bag full of money, and not, as it appears, laundry.
This huge battery thing is a nitro.
Avoid canoodling bystanders.
Members of the Motorised Trike Society are out in force – you're fined for knocking into them.

Just like in the real Baja 1,000, you'll find the course littered with rocks, potholes, animals, bystanders and money. In fact, you'd be quite surprised just how much money people seem to have left lying around. You get fined if you hit anything that cries out, but no-one minds if you waste a rock or two.

SUPER OFF ROAD THE BAJA

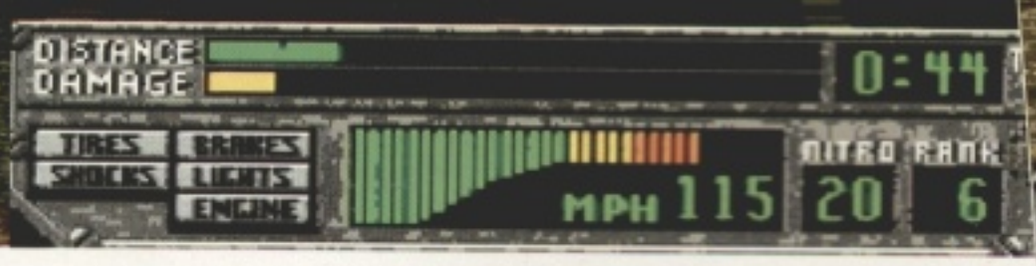
Buckle up and settle down for nearly 1,000 miles of gruelling Baja action, or as near as you'll get to it without a car.

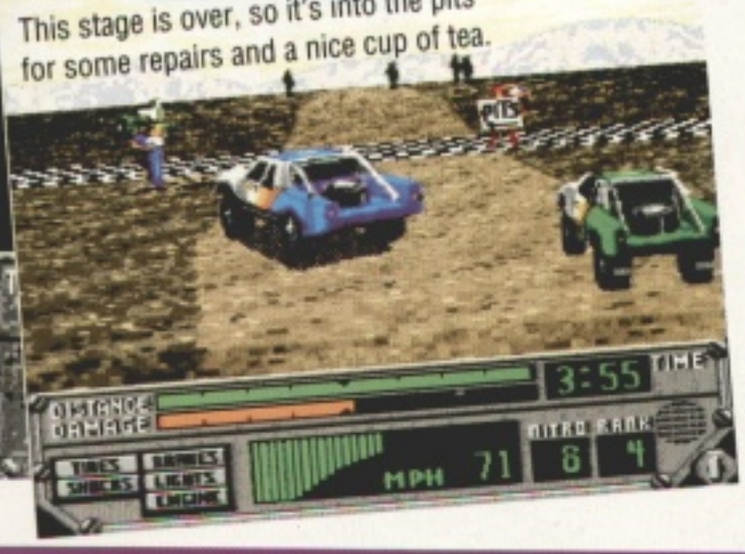
US Release

Game: Super Off Road: The Baja
Publisher: Tradewest
Developer: In-house
Price: £50
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

Thanks to Gamestar, (0749) 670847, for the review cart.

The truck you'll be driving is, frankly, hardly the sort of thing you'd take the kids to school in. It's only got one seat, for a start, not to mention top-notch customised suspension and the ability to 'nitro' itself up to, well, quite a speed.





GOOD, BAD OR UGLY?

There's this bloke, right. His name's Ivan Stewart, and he drives trucks across the desert. He wins races like the prestigious Baja 1,000-mile sprint without a co-driver and – get this – without a windscreen. The man is tough.

So when he gets his name and face plastered over a new game, you'd expect it to be something a little different, to capture the essence of his adventurous spirit. Or else, you'd hope so, Ivan would want to know the reason why not.

Well, if that's the case, he must've been out cleaning his carbs or polishing his plugs when they brought this one round for approval. Yes, it's a driving game. It's quite a good driving game, but its heart is still from the old finger-on-the-accelerator-button, moving-left-and-right-a-bit school of driving games. I only make this point because I'm going to say a few nice things about it in a moment, and I wouldn't want you to get all excited and rush out to buy it, and then feel you've seen it all before.

Okay, then, here are some nice things about *Super Off Road: The Baja*:

- It's easy to get into, but has a bit of depth to it, too, because...
- The eight legs of the full-length race require slightly different tactics to complete successfully, and...
- There's plenty of stuff to avoid and collect, which means that...
- Between the three difficulty settings available, it offers a reasonable challenge.

And to top it off...

- The whole 'off-road' thing of bumping up and down and crashing into things has been transferred well to the smallish screen, giving the game a real atmosphere.

But, despite these words of praise, I have my gripes. (I've been to the doctor about them, and he reckons they'll drop off by themselves in a couple of weeks if I stop picking at them.)

- There's not enough real variety to keep me enthralled, and...
- The passcodes to get you onto the later stages are far too long, but worst of all...
- The two-player mode is sequential. So one of you plays through an entire leg of the course, then the other races the same bit, with player one's car appearing as a flickering image on the screen.

Now I can't believe it would have been all that difficult to have featured proper head-to-head knocking each other all over

IT'S GOT EIGHT LEGS, BUT IT'S NOT A SPIDER

The Baja 1,000 is divided into eight legs. You can practice on the first four, but you need to race through them to get to the later ones.

- San Felipe, and the start of all the races.
- Watch out for the donkeys on this stage.
- Lots of hills; things start getting hard here.
- With a flat, dry lake, you go fast on this one.
- You're right by the ocean here, so be careful.
- Obstacles a-plenty on this leg, mostly trees.
- It's starting to get dark now, so buy lights.
- Almost home, but there are still some very nasty patches.
- La Paz. The end of the off-road. You've made it!

At the end of each leg you'll find the pits, where you can pay to repair the damage caused by your reckless behaviour. Funny; at the end of my legs are my feet. Ouch – I'm sorry about that one.

Your winnings depend on your rank and the number of innocents you splatted.

If they can tarmac a bit of the track, why not all of it? Granted, the race wouldn't be as exciting, but at least the locals would be able to get to work on time.

the shop action. And that's all it would have taken to make *Super Off Road: The Baja* recommendable.

● Jonathan Smith

GRAPHICS	SOUND	GAMEPLAY
77%	60%	72%
GAMELIFE	OVERALL SCORE:	69%
68%		

VERDICT: Simple and fun to play, with enough challenge to last for a little while. But it's nothing very new, and the two-player mode's extremely disappointing.

If you run into a tree stump or rock you'll turn right over. But it's OK 'cos you just carry on regardless.

The 3DO dream machine arrives

Trip Hawkins, The 3DO Company and Panasonic have defied their critics, launching the first 3DO multiplayer on October 4 as promised. But is it any good, and what of the UK launch next year?

So you want a 3DO?

There are already 3DO systems being bought on grey import. Companies including Raven Games, Dream Machines, Console Concepts, ACE and Krazy Konsoles are handling the machine, although stocks are low.

Current going price for an NTSC machine will vary from £700 to £850 which Krazy Konsoles are charging for specially ordered FZ-1s.

So far no-one has managed to pull a Scart signal off the machine, allowing it to play on PAL

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A perfect place or state of things. That's what Utopia means. So why can you build lasers, tanks and spacecraft in it?

***Utopia* is much more fun if you've got a Nintendo mouse to use with it. Joypads work well, but the mouse is in a different league.**

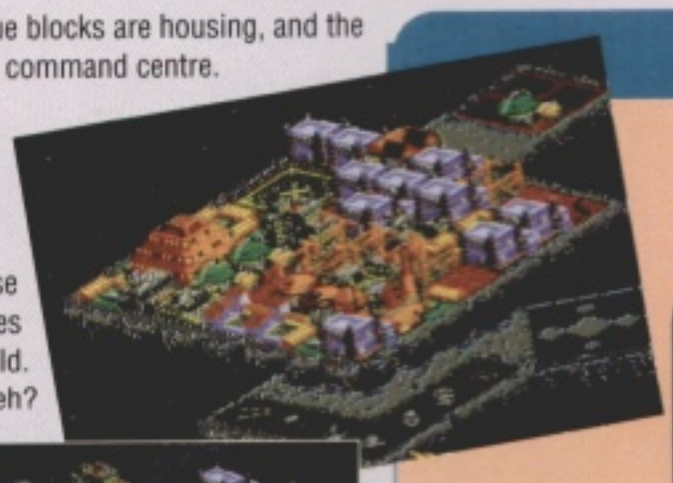
UTOPIA

US Release

Game: Utopia
Publisher: Jaleco
Developer: Gremlin Graphics
Price: £55
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Many, many thanks are clearly due to Zap Computers for the loan of the cart. Phone them on (0532) 590077.

The blue blocks are housing, and the pyramid is a command centre. There's more, too.



Below: These are the bases you can build. Neat, eh?

This bunch of losers is your advice team. They've got the low-down.

HOW TO BUILD YOUR IDEA OF HEAVEN

This is the screen where you do all your building and you order your tanks around. Everything can be accessed using those seven icons at the bottom of the pic. So let's have a look at them, shall we?

1. Zzz. Pause the game. Not too exciting, this one.

2. Spying glass. If you allocate money to spy on the enemy, your spies will report back when you click this icon.

3. View world. Here you can see the entire planet, with all your units marked out in pretty colours. It's quite nice, really.

4. Build. Takes you to the buildings screen, where you choose which structure to erect.

5. Advisors. There are six of these and they're miserable gits, but they do tell you when you've neglected some vital aspect of your city.

6. Money. This screen pops up to let you fiddle with taxes, give grants and generally feel good about being rich (only if you're rich already, though).

7. Save and load. You can save a game (only one) and load it back in its entirety. A neat option.

GOOD, BAD OR UGLY?

The Japanese loved this game. And I can sort of see why. It's got lots of elements all mingled into it, and it involves the building and subsequent destruction of highly ordered societies. Hmm. Just up their smoking, rubble-strewn street.

For a complex game, it's surprisingly easy to get into. The only problem is deciding what you're going to do next. Once you've built a massive housing estate, a hospital and maybe a couple of workshops, you'd expect the enemy to be popping over to have a bit of a scrap. But they never really interfere until you've got yourself some serious military installations, which makes for huge fights, but ones you've got a good chance of winning.

The graphics are pretty neat, considering it's a strategy game. Your city hums with energy and throbs with life. When you connect the power to it, you see little tanks, spacecraft and fast attack vehicles rushing around blasting each other.

But what about the gameplay? Well, it takes ages to win each scenario, because you need to set up radars and stuff all over the map in order to eradicate the enemy efficiently. And you need to build enough weaponry to do it, so expect to spend a couple of hours on each scenario.

You do get engrossed as your city expands, more people appear and you start to wave some heavy military might around. In fact it's nice just building massive arsenals of automatic gun-turrets and missiles, and to know your little community can sleep safely in their beds.

If you're expecting massive warfare on-screen, with eye-scorching explosions and a crashing soundtrack, forget it. This is more of a thinking game. And it's great. There's so much depth to it that you'll always find different ways to play each scenario, long after you've beaten them all.

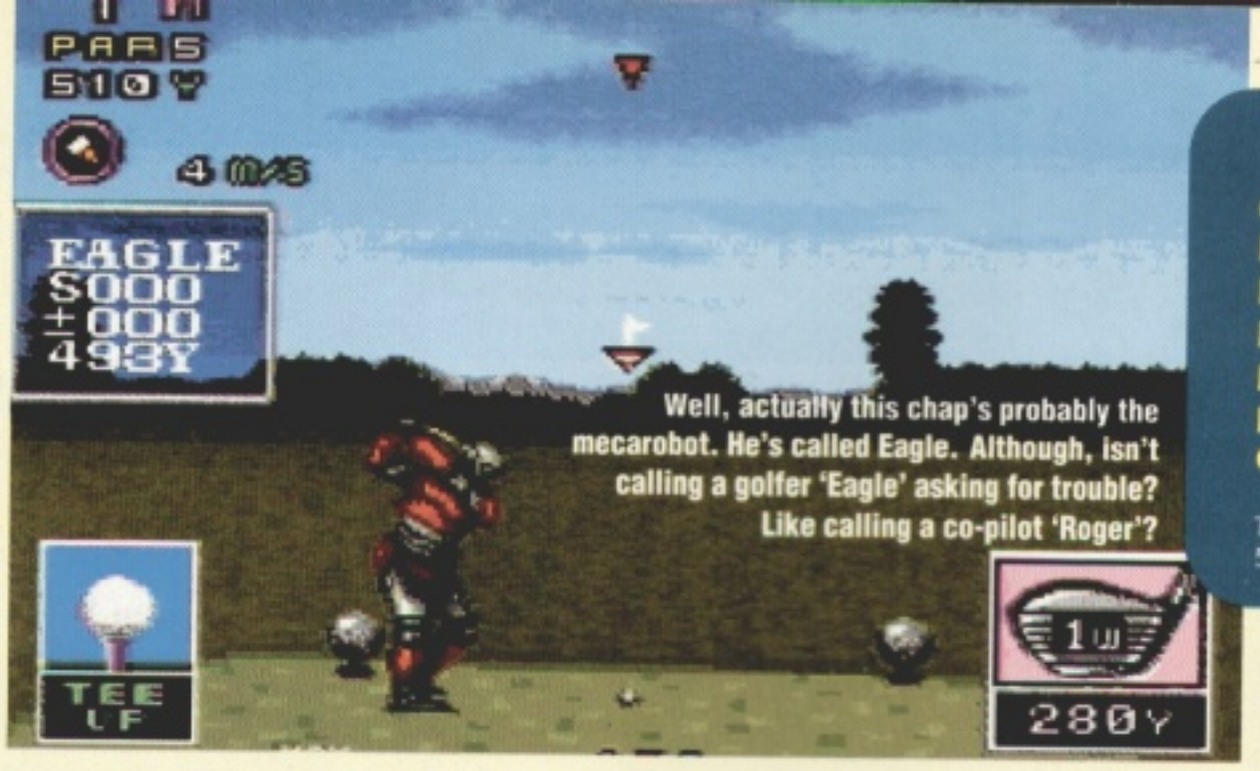
Make a bee-line for *Utopia* now.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
77%	72%	88%
GAMELIFE	OVERALL SCORE:	
86%		86%

VERDICT: They've had a nice idea and made a nice Super Nintendo game of it. *Utopia* requires concentration and commonsense rather than reactions, but you'll still get excited. It's a classy game and guaranteed to keep you up after bedtime.

We haven't reviewed a golf game for weeks. So here's one with a mecarobot in it (whatever that is).



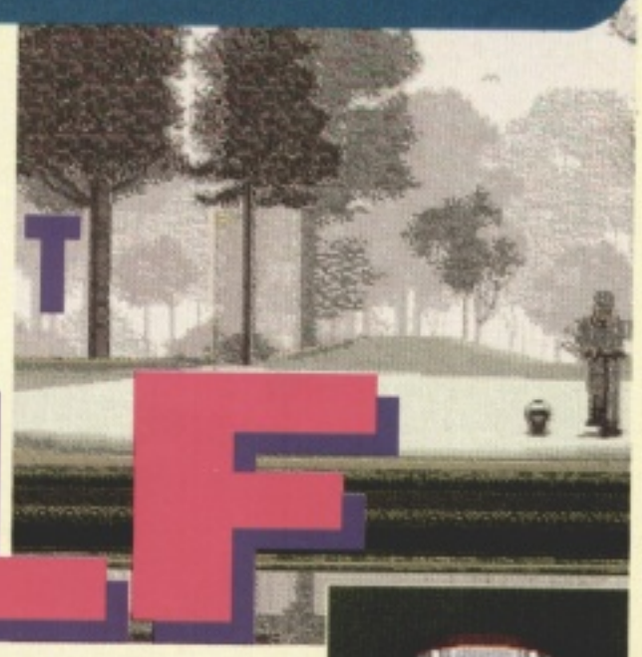
Well, actually this chap's probably the mecarobot. He's called Eagle. Although, isn't calling a golfer 'Eagle' asking for trouble? Like calling a co-pilot 'Roger'?

US Release

Game: Mecarobot Golf
Publisher: Toho
Developer: In-house
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Thanks to Zap Computer Games, (0532) 590077, for lending us the cart.

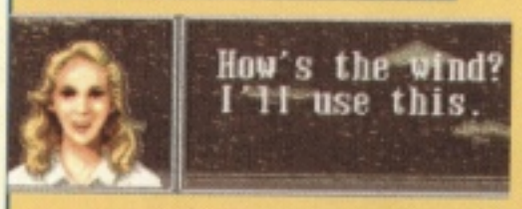
MECAROBOT GOLF



FOUR PLAY AT ONCE

Craply, only one human can play, using one of these characters. The rest will be computer-controlled.

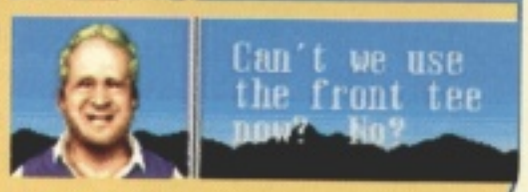
Eagle plays a pretty mean game of golf. For a mecarobot, that is.'



Grace is absolutely terrific. I usually choose to be Grace.

Geena tends to be a bit weedy and far too girlie.

Gary isn't too hot, and keeps going on about the 'front tee'.



All the bunkers are completely flat – more like sandy patches, in fact. That's how it is in a Mode 7 world.

The putting greens are completely flat as well, which is no use at all.

You've got to put the ball in the hole.

One of the golfers has been smuggling out turf.

The club is set in attractive countryside. But, as it's so flat, why doesn't the water spill everywhere?

GOOD, BAD OR UGLY?

Ha – you can't fool us, *Mecarobot Golf*. We spotted that you're actually nob Japanese golf game *Birdie Try* in disguise. Both games have extraordinarily bad Mode 7 scrolling, with trees seeming to escape their moorings and lurch across the horizon as the course moves around. The ball's movement is similarly useless, bearing no relation to any model of the universe I've ever heard of. It's okay until the ball lands, whereupon it suddenly darts forward, before screeching to a halt a few moments later. It also seems to pass unhindered through the aforementioned trees, bounces cheerfully through bunkers, and is untroubled by the 'rough' surrounding the fairway.

That's if you manage to get the ball moving in the first place. It's okay when you're taking shorter shots, but with heavier clubs and higher speeds the power meter moves so fast it's more or less random whether you hit the ball, slice it or miss it all together. If you do manage to hit it, however, it generally moves about the right distance and in about the right direction. Oh, except when you're using the sand wedge, whereupon it goes almost exactly twice as far as it's meant to.

Putting? The putting greens are all completely flat, the computer lines up your shot for you, and the margin of error is fairly generous, so all you've got to do is stop the power meter in the right place and the ball will go in every time.

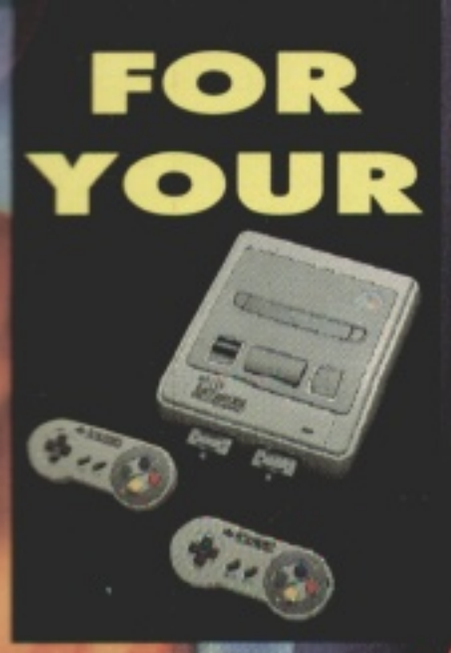
The only compensation for all this is the series of peculiar outpourings issued by your fellow players, which make even less sense than they did in the original Japanese. And why, talking of players, is one of them a robot? (Indeed, a mecarobot.) Is it supposed to make the game look a bit like *2020 Super Baseball*? Because it doesn't work.

If you can put up with all these idiosyncrasies, *Mecarobot Golf* plays a reasonable, if dull, game of golf.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
49%	33%	40%
GAMELIFE	OVERALL SCORE:	37%
29%		

VERDICT: Perhaps the worst golf game we've ever played. You can do far, far better than this.



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'It's fast and rarely short of action'
Game Zone
'Very Very playable.....an excellent concept and well portrayed'
Super Action
'Fans of this style of game shouldn't be disappointed'
SNES Force
'With new movie-like scenes between missions, not to mention a wider range of ojbectives, this game will definately be worth checking out for Wing Commander Fans'
Super Control

Scores:				
Power Unlimited	85%	Super Action	83%
Game Zone	80%	NMS	72%
SNES Force	82%		

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MINDSCAPE

TOTAL CARNAGE

It's the game that could well have been called Gross Butchery, Downright Slaying or All-Out Bloodshed, if only the programmers had owned a thesaurus as big as ours. And hey, it's out on your SNES right now.

UK Release

Game: Total Carnage
Publisher: THQ
Developer: In-house
Price: £TBA
Release: TBA
Players: 1or 2 simultaneously
Cart ROM: 8 Mbit

There's some doubt about what this gun fires exactly, but we've narrowed the possibilities down to two things:
1. It's a blue balloon gun, which sounds a trifle unlikely.
2. It's a flame-thrower that runs off Calor Gas.

Just like all those WW2 movies, there are loads of machine gun posts to storm, but it's easy to run round the side and poke your rifle in the gunner's ear.

Failing to defuse bombs leads to sudden, violent and compulsory flying lessons.

It would be advisable to tiptoe through this minefield, otherwise you'll be tipstumping it straight to the hospital.

These boys are stupid, and only present a threat when there's enough of them to overwhelm you.

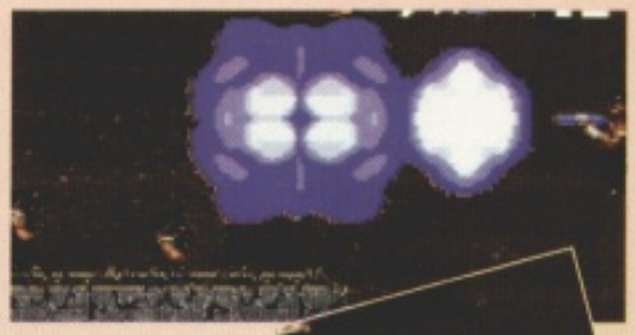
Cor, there's absolutely masses going on here, and so little space. There's a speedy boots power-up, and a large jeep which you can mine, and big radar posts, and both guys are battling away, and– (*Cut! – Ed.*)

It's worth mentioning here that the Jeep was developed during WW2 as a disposable mode of transport to get troops to the frontline.

Just when you think you're safe, bad guys start forming out of pools of gook.

WHAT'S COOKIN'?

Power-up guns – don't you just love them? Like most game heroes, one gun's never enough for our heroic US marine types.



Our hero takes time out to test his personality with a Rorschach ink blot.

As well as weird blue flame-throwers, it's good to see that the traditional petrol version's still as popular as ever.

One thing that's never explained is how a single rocket manages to fit in this launcher, never mind loads of 'em. I guess it's just one of those things.

SADDAM, OR SAD MAN?

News reporters are a pretty weird bunch, aren't they? They're always in the thick of the action, where the bombs are going off and the bullets flying, but they always manage to dress impeccably. A lesson for us all there I think.

After The War Of 1999, Reporters Swarned Into The War Zone...

It's a well-known fact that purple soldiers ate reporters during the Gulf. (*Stop this right now – Ed.*)

Some people argue that *Total Carnage* is a metaphor for the Gulf Conflict. (*They do? – Ed.*) This picture shows a BNN (sounds a bit like CNN) reporter in front of a baby milk factory, which is what Saddam claimed his nuclear weapons plants were when the Americans bombed them way back in 1991.

And here's the cause of all of this nastiness. It's bonkers mad General Ahkboob, famed for his tirades of unAmerican sentiment and sharp designer suits. Those peaked caps and padded shoulders are tailored classics. Apparently, Saddam Hussein used to buy all his clothes from the Guildford branch of Marks and Spencer.

MOTHER OF ALL BATTLES

Hmm, life's never easy, but when you get confronted by a green guy with two faces and machine gun arms, it's bound to be extremely short as well.

One arm missing, and my money's still on the lardy leaf-coloured guy. To us normal types, a 25% limb reducement would have us whimpering in the hospital, but for him, it's just a flesh wound.

Oh gross out! He's throwing tongues at me now! Not only is this not big or hard, it's also pretty damned unhygienic. You don't know where they've been.

Is there no stopping this guy? He's armless, but definitely not harmless (clever wording, I know) so you've got to continue pouring on the firepower.

When you've only got a small gun, and fat guys with scuba gear are advancing on you, then you're losing control.

The crew of this armoured car have an annoying habit of dashing about on fire and killing you anyway.

GOOD, BAD OR UGLY?

Whoever came up with the original arcade version of *Total Carnage* is hopefully now locked away somewhere, for this person had played *Smash TV* and found it to be a bit too tame for his liking. Now, judging *Smash TV* to be wimpy is bad enough (and a crime punishable by flogging in some southern US states), but going the whole hog and making a more extreme game is the mark of a serious sociopath, and we thank him for that.

Taking the same control and viewpoint of *Smash TV*, *Total Carnage* puts the two players in a war scenario, taking on the mutant might of the evil General Ahkboob, a Middle Eastern tyrant in the Saddam Hussein mould. In a frenzied display of ever increasing destruction, the players gain larger and larger weapons and use them to such staggering effect that, within minutes, the body count is spiralling into the thousands. They have nothing to offer but blood, sweat and tears (but mostly blood), as they avoid being torn apart by mines, or burned or clubbed to death. And the going is hard, particularly since most enemies simply refuse to lie down and die peacefully. And a fun time is had by all.

Unfortunately, this conversion lacks many of the key elements of the original. For a start, you only hear the name of the game once, at the start of the game, where as in the arcade, phrases such as '*Total Carnage*, I love it!' come booming out of the speakers every few seconds. In line with Nintendo's no violence policy, the blood of the baddies is green, and when your guys get blown up, they fly through the air without tearing. Come on though chaps, a non-violent *Total Carnage*? We're talking about the game where, once you've blown up a tank, the crew run out of it on fire and can *still* kill you. So what's with toning the action? It should have been all or nothing in my view.

There are more fundamental flaws, though. In the arcade the graphics were huge and boisterous and proud, but in this version they're, well, a bit home computery. Yes, I know it's on a home-based system, but so's *Smash TV*, and that's practically identical to the arcade original, whereas with this the characters are a bit weedy and the larger sprites tend to glitch and vanish at times of intense action.

So, lack of the proper sound effects, poor graphics – what haven't I mentioned? Well, the gameplay is thankfully pretty good, with four buttons providing fire independently of the direction you're moving in. Mines can be dropped using the L and R buttons, and, apart from your trusty and infinitely full machine gun, there are loads of guns to pick up off the battlefield, and masses of hostages to rescue. However, the wonderfully comic bonus game where you struggle to stop your guy from being fried in an electric chair, while a voice incites you to 'Submit to the pain!' is sadly missing – guess that sort of thing's considered too much for home consumption. What's left is a lacklustre attempt at a great game. *Total Carnage*? Halfhearted Scuffle, more like.

● Cam Winstanley

GRAPHICS	SOUND	GAMEPLAY
65%	59%	68%
GAMELIFE	OVERALL SCORE:	
60%		63%

VERDICT: Cleaning up all the gore would have been forgivable if the game was as good as the original, but it isn't. Although it looks similar to *Total Carnage*, this version fails to capture anything but a tiny percentage of the frantic, over the top, kinetically shot away action of the original. If, like me, you love *Smash TV*, then my advice is to go and play it some more. This is a step in the wrong direction.

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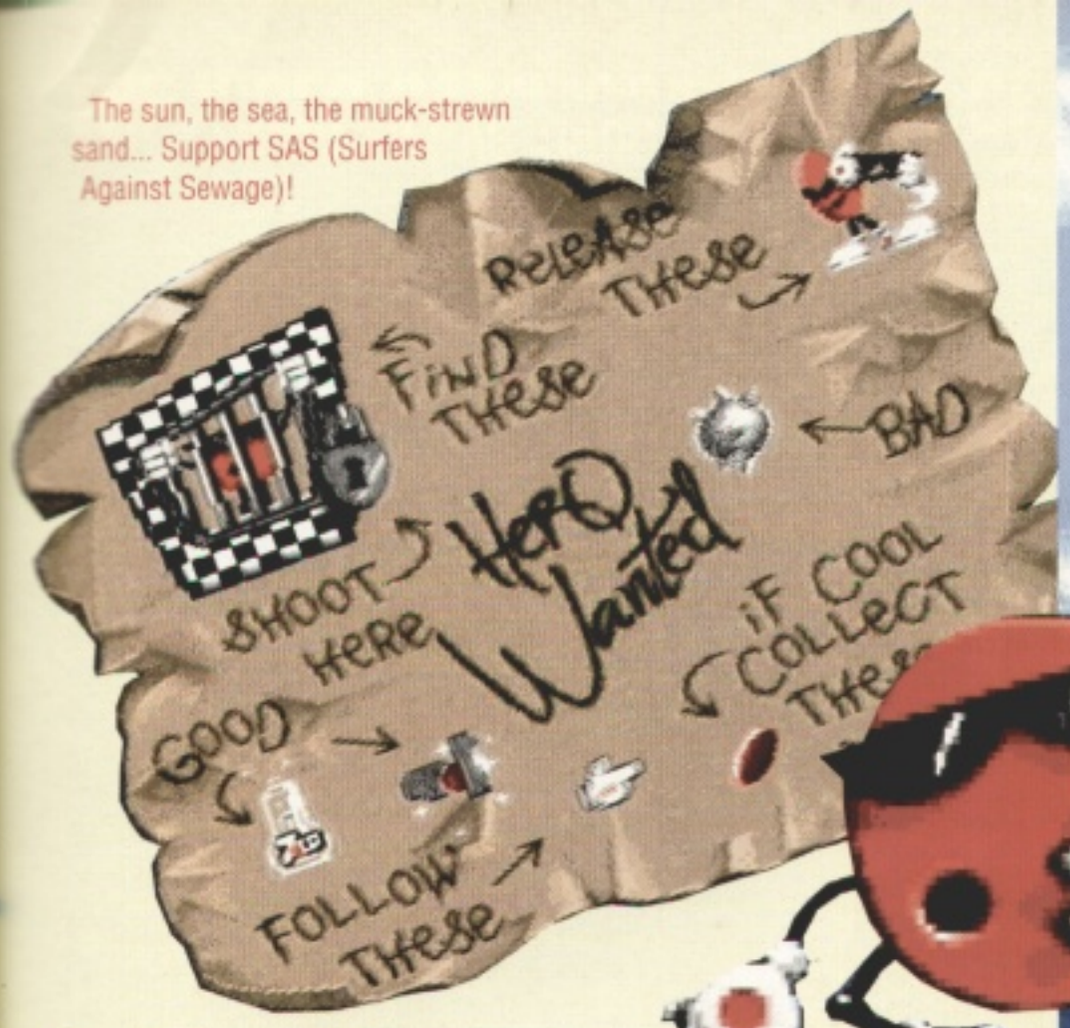
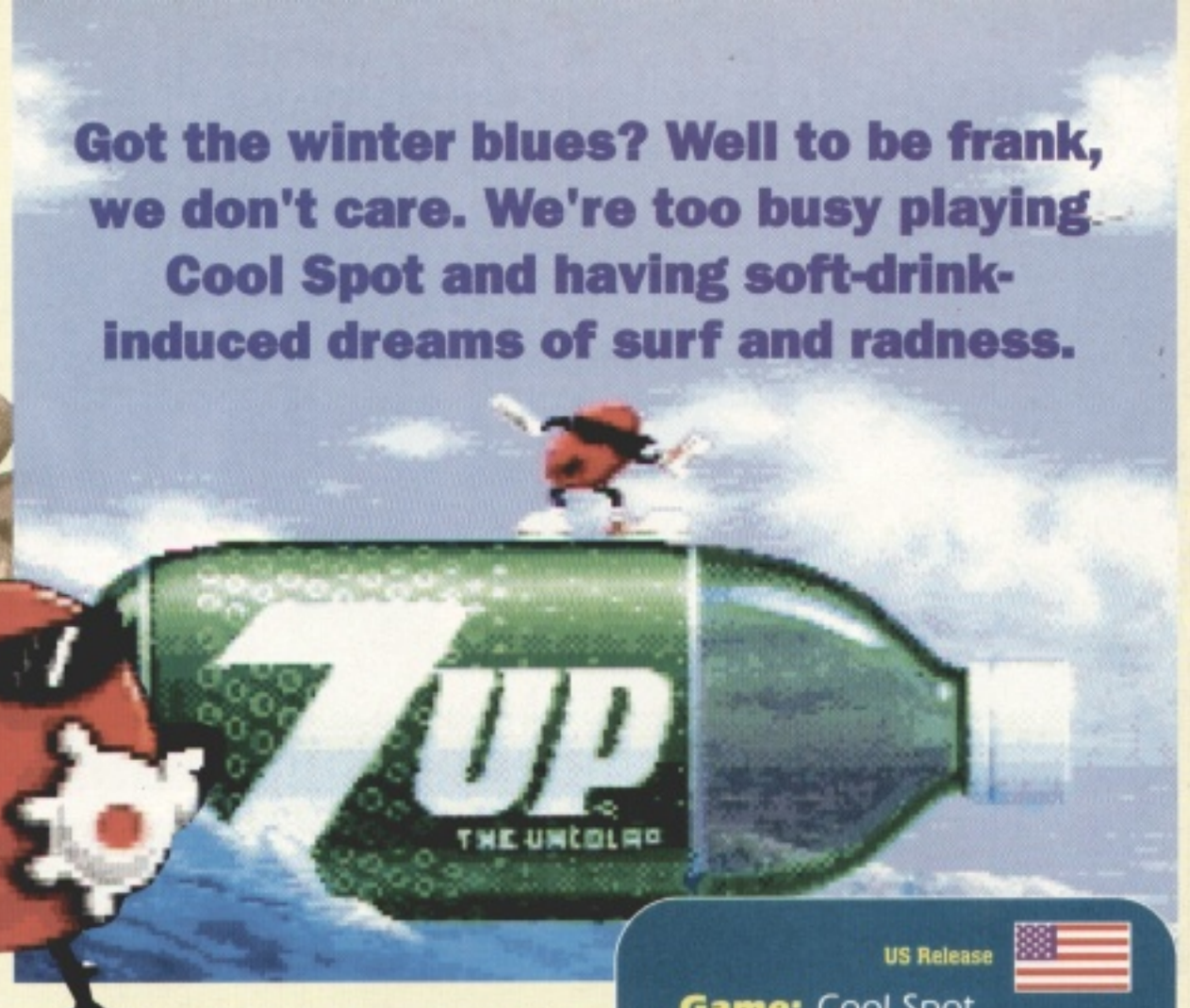
COOL SPOT

Got the winter blues? Well to be frank, we don't care. We're too busy playing Cool Spot and having soft-drink-induced dreams of surf and radness.





US Release

Game: Cool Spot
Publisher: Virgin
Developer: In-house
Price: £55
Release: Out now
Players: 1
Cart ROM: 8 Mbit

When Cool Spot is washed up on these shores, all references to the 7-Up fizzy drink will be lost or disguised for complicatedlegal reasons. Although we'd have thought the connection would be obvious to anybody with a modicum of common sense, or a raging thirst, perhaps.

This level has some gorgeous little cheese-throwing mice, just like the Mouse Organ.crew on Bagpuss. Heave! Heave! Heave!

Hindenburg disaster: was there a cover-up of UFO involvement, asks Spot?

Spot goes completely loco! See the detail on that background?

COOL 2%
3
000100
TIME 5 55
This is reminiscent of Sonic, rolling down wire rails and being sucked through vacuum tubes. Fun, too.

Thrillseeking Spot eschews 'chutes and bungee ropes for that *Lost Boys* skydiving high.

A space? On a holiday beach? I'm sorry, that's not within the realms of credibility.

SPOT EFFECTS

The animation of Spot's antics is incredible, and will doubtless be copied by games in the future. It's all so smooth and silky, and the shading is perfect. Spot must have been photographed in hundreds of poses *(He's not real, you fool! He's a game sprite! – Ed.)*

If I did a 'spotless' joke, James would kill me.And rightly so.

But look – behind his shades, he has no eyes! Spook!

This is one of the annoying bits in the game where you lose an entire life if you miss a single jump.The long pic at the bottom shows you just a fraction of the level.

Spot moves fast enough for things to blur. *(Pathetic – Ed)*

Would you like to fly in my beautiful balloon – what a truly great song. I love Radio 2, and – oh no, I don't believe I said that! My wife's going to kill me!

GOOD, BAD OR UGLY?

'Uhahahahahaha... WIPE-OUT!' When Spot surfs in on a bottle of fizzy drink™ to the sound of the Surfaris' classic then you know how cool he is. Totally rad boardbanging West Coast surfdude cool, that's how. He's probably got an ego the size of a T-Bird, though.

Spot's a bit smooth as well. Those screenshots can't tell you just how slickly animated he is, clicking his fingers or spinning his yo-yo, so you'll just have to take my word for it. The look of the game is as polished as Spot's Raybans, and it feels faster than the Mega Drive original. To summarize: it's, like, awesome! (*Ah yes, a popular colloquialism. He means it's rather attractive, in a 'hip' fashion– Ed.*)

The locations of Spot's rescue missions can't be called a disappointment, either. From the clever parallax of the bobbing yacht to the soft focus highlighting of Off Da Wall, it's as lush a presentation as the Spot deserves. Being rather a small Spot, his environs have a persuasive *Micro Machines* charm: mouse-traps, tennis balls and clockwork bath toys are splendidly depicted as sizeable obstacles. You really want to see just how the next level looks.

With all that icing, you might expect to find a pretty substantial cake underneath. Unfortunately, you'd be wrong. Spot doesn't present the greatest challenge in the world, and you'll whizz through the first few levels in an hour. Stick at it for a weekend and you'll finish the entire game. The meg allocation is, like, totally bogus. (*He means It's a terrible shame, but those graphics take up a lot more of the memory than the game – Ed.*)

***Cool Spot* might not keep you coming back for more, either. His bubbles easily dispose of any marauding mollusc, so the only real danger comes from failing to make jumps or letting the clock run out. Worse, you can't whizz through early levels you've done many times over because you have to collect the requisite number of red spots to open your bro's cage at the end. Heinous. (*Er, I suspect he is unhappy at this development – Ed.*)**

So, all in all, you might wonder if *Cool Spot* is really worth any more than the other cutesy platformers on the market. (*The man's message is that you'll have the uttermic utmost eye-time, but, like, the thrills to greenback ratio is lowness incarnate.– Ed.*)

● **Zy Nicholson**

GRAPHICS	SOUND	GAMEPLAY
92%	80%	85%
GAMELIFE	OVERALL SCORE:	
60%		82%

VERDICT: Snazzy show-off platformer with a way cool character, but the fun's shortlived. If you can afford that, go ahead.

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REDLINE F1 RACER

US Release

Game: Redline F1 Racer
Publisher: Absolute
Developer: In-house
Price: £51.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

Thanks to Gamestar, (0749) 670847, for the loan of this review cart.

Some days you really feel that you should have stayed in bed. The day I started playing this for example.

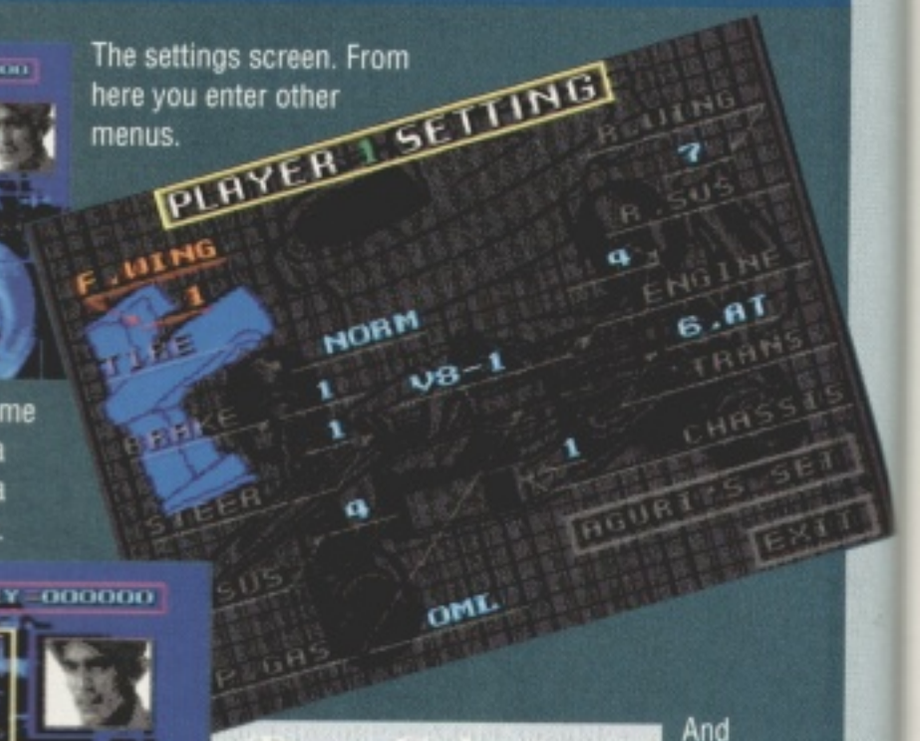
The cornering is probably the worst feature in the game – the corners come out of nowhere, with only a little red arrow showing you the way to go. They also finish too quickly and you end up in the gravel.

Watch in boredom as you drive into the pits.

FIDDLE WITH YOUR SETTINGS

The settings screen. From here you enter other menus.

This little menu lets you add some SP. Gas which, at the press of a button, will give you some extra oomph and make you go faster.



Don't ask me what this down force business is all about, I haven't a clue.

And here's where you pick what colour car you'll be racing in today.

GOOD, BAD OR UGLY?

Aguri Suzuki isn't that well-known outside of Japan, so they've changed the name to something a bit more suitable. But what's behind the name?

Have you ever wanted to know how we work out a rating when we review a game? Some of you probably think that we just think a game is good or bad and then pick a suitable number. And some of you might even think that we roll a dice and then work out some sort of strange equation to come up with a percentage. In fact you'd be wrong on both counts and, as a special once-in-a-lifetime treat, I'm going to show exactly how I arrived at the rating for *Redline F1 Racer*, it went something like this...

Every game starts off at 100% (perfection) and points get deducted on certain factors. Let's start with the graphics. They're not exactly special, but they *are* fast and quite detailed, so let's deduct 8 points. Leaving us with 92. Sound on racing games isn't usually up to much (all that whining engine noise), and there's not much more you can do with a game like this, so I'll take off another 8 points. We're down to 84 now.

Now we're up to the biggy – playability. To give you some idea of exactly how excruciating playing this game is would take hundreds of words, so let's just deduct 43 points, and I'm sure you'll get my point just as well. The running total is now 41. To round things off nicely, lets gather up all the other bits of the game: 16 proper F1 courses, a password option, a two-player split-screen game, a chance to fiddle with the settings on your car and even things like three different engines. Now we'll have to add (yes, *add*) about 8 points to the score.

So there you have it, the scientific way to rate and review a game. Oh yes – in case you're still not sure about this game, here's a summary for you. Don't waste your money on *Redline F1 Racer* because, even though it does have it's good points, it's weighed down by awful playability.

● Paul Mellerick

GRAPHICS	SOUND	GAMEPLAY
75%	52%	33%
GAMELIFE 45%	OVERALL SCORE:	49%

VERDICT: A very poor racer compared to the likes of either *Human Grand Prix* or *Nigel Mansell*'s. It tries quite hard, but it's really barking up the wrong tree of playability altogether. In completely the wrong forest, if the truth be told.

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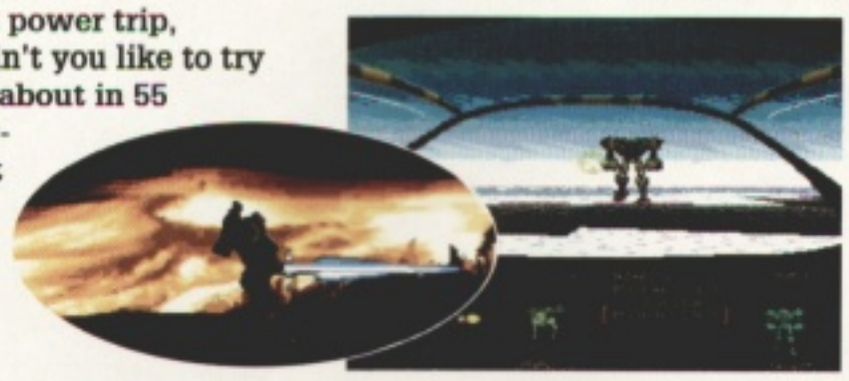
Games we reviewed a while ago on import, but which are now appearing in a High Street store near you. Zy Nicholson makes sure we're all up-to-date.

MECH WARRIOR
Activision/£49.99/8 Mbit

OK, so it's a power trip, but wouldn't you like to try stomping about in 55 tonnes of heavily-armoured assault suit? That's the principle behind this 3D futuristic combat sim, which draws on FASA's *Battletech* series of roleplaying/skirmish wargames. By accepting security, counter-insurgence and covert strike missions, you earn the cash to upgrade your suit's weaponry, armour and motive power. And that's pretty much the sum of it.

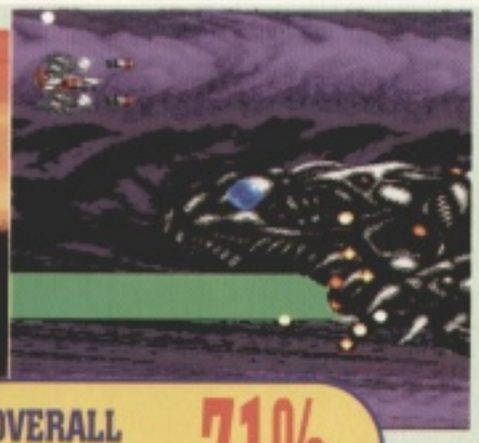


Full review in issue 9.

OVERALL SCORE: 63%

BIOMETAL
Activision/£49.99/8 Mbit

If imitation is the sincerest form of flattery, then *Biometal* might be taken as a tribute to *R-Type*. It certainly couldn't make any claim to originality, although it seems unfair to criticise a game for borrowing from the most attractive and adrenaline-pumping coin-ops of its genre. The result is, after all, a polished and enjoyable shoot-'em-up. The real problem with *Biometal* is that it's just not outstanding enough to warrant much attention.



OVERALL SCORE: 71%

Full review in issue 8.

SUPER CONFLICT
Vic Tokai/£49.99/8 Mbit

Wargames on the Super Nintendo? Not the sort of thing that most people would be interested in? Well, not if their first impressions were based on *Super Conflict*. It's slow, it's dull, and it would have trouble making friends with the most ardent enthusiast. There are so many flaws to exploit that nobody with a modicom of intelligence would have any difficulty beating the computer. Don't be misled – there *are* some good computer wargames. Er, on other formats, that is.

Full review in issue 9.

OVERALL SCORE: 49%

SOLSTICE II: EQUINOX
Sony Imagesoft/£49.99/8 Mbit

Believe us when we say that *Solstice II: Equinox* really has everything you could possibly want from an isometric arcade platform adventure (er, best leave it to the screenshots to explain that particular categorisation). There are a couple of slight problems here, mainly caused by the optical illusions of the perspective itself, but don't let this put you off experiencing some involving and addictive gameplay.

OVERALL SCORE: 90%

Full review in issue 8.

MAJOR TITLE
Irem/£49.99/8 Mbit

As golf games go, this still scores pretty highly in our estimation. Its playability is partly a result of the game's use of Mode 7 – instead of waiting for a 3D representation of the course to be ploddingly calculated and drawn, the abilities of the SNES are exploited to handle the scaling. It does mean, however, that everything looks a bit bland and dull, but this is pretty good fun.

Full review in issue 3.

OVERALL SCORE: 83%

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PART THREE: Super Mario Bros 3

SUPER PLAYER'S GUIDE

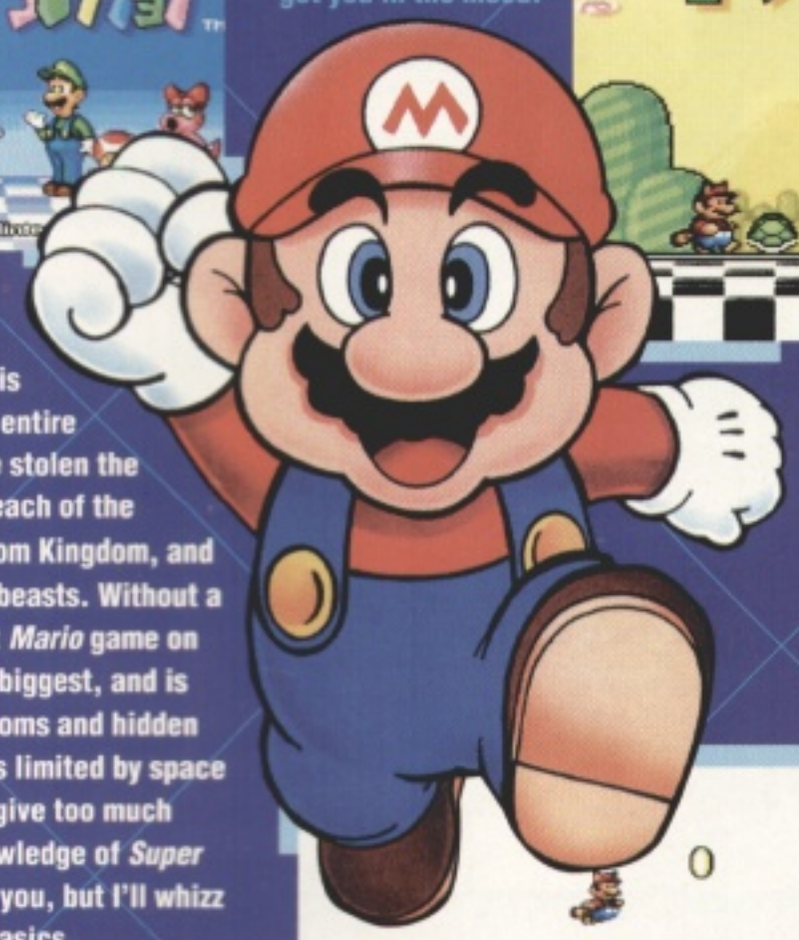
NINTENDO (JAP)

US/UK TITLE: SUPER MARIO ALL STARS

By Zy Nicholson

The final instalment of our Super Player's Guide to the classic platformers covers *Super Mario Bros 3*, a rollicking roller-coaster ride through all the Mushroom Kingdoms. Zy's been wibbling on about Tanooki Suits and Kuribo Shoes recently, and we suspect it may have been too much for him. Perhaps we shouldn't have locked him in that room for so long. (*Nonsense. There are plenty more where he came from – Ed.*) There's so much to cover that we'll run the concluding part next month.

The pics on these first two pages are general shots of the game, to get you in the mood.



General Tips

Bowser's back, but this time he's brought the entire Koopa family! They've stolen the magic sceptres from each of the Worlds of the Mushroom Kingdom, and turned the Kings into beasts. Without a doubt, this is the best *Mario* game on the cart. It's also the biggest, and is packed with secret rooms and hidden items. The info here is limited by space and the desire not to give too much away – a working knowledge of *Super Mario World* will help you, but I'll whizz through some of the basics.

Shell-throwing: Hold DOWN and DASH and walk into a Koopa shell to pick it up. You can now carry it around with you. Release the DASH button to throw it away, and remember that a stunned Koopa quickly wakes up. Handy for breaking bricks you can't get under.

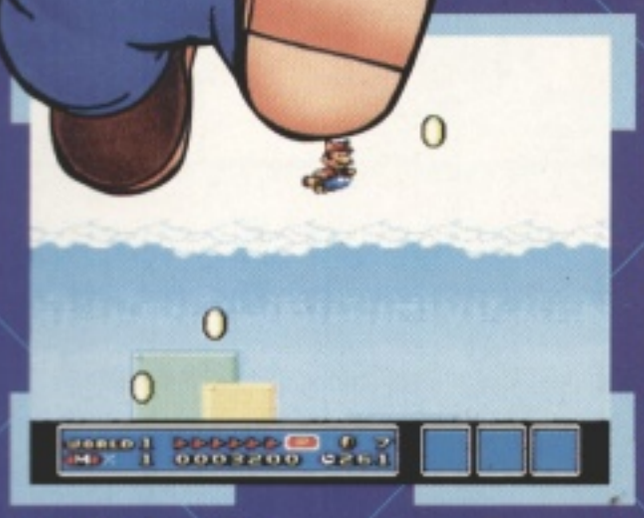
Slide: Press DOWN on a slope and you'll slide down it, knocking over enemies. You can perform a powerful jump straight out of a slide, which is useful for nifty moves with no dashing space.

Power-up block: You can control the direction in which a mushroom will move when it appears, by hitting the block underneath from the other side.

Note block: The white quaver blocks are bouncy, but can also release power-ups. The peachy-coloured ones are super springy jump blocks to the sky.

Silver ice brick: This can be picked up and thrown like a Koopa shell, even whilst you're standing on it, but it melts after a few seconds.

Switch block: This can change coins into blocks: when a switch is nearby, see if the coins above you would make a useful ledge for exploring.



POWER-UPS AND MAGIC ITEMS

Raccoon Suit: Not only can you tap the DASH button for a monster-bashing tail-thwack, but you can also glide for long distances by repeatedly pressing JUMP during a fall. If you dash long enough to light up the the power meter at the bottom, hammer at the JUMP key to fly upwards. Many stages have coins and goodies hidden up in the skies, so look out for long stretches that provide a suitable 'runway'.

The Tanooki Suit: This is identical to the Raccoon Suit, except that it allows you to become invincible for a short time. If you hold DOWN and press DASH you'll turn to stone.

Frog Suit: This is ideal for underwater stages – Mario can swim easily at speed just using the control pad – but elsewhere his frog-hopping can leave him vulnerable.

P-Wings: This flying suit doesn't rely on the power meter, though you still have to keep flapping. Unless you take a hit you can stay airborne for the entire stage, at the end of which it becomes a normal Raccoon Suit.

Hammer Bros Suit: Use DASH to throw hammers, which are effective against Boo Diddlies and Stretches. By crouching you can withdraw inside the shell, protecting you from some attacks.

Jugem's Cloud: This allows you to skip over one stage on the map. You have to beat the next stage on your first attempt, however, or you'll be moved back to your original position.

Anchor: Should you fail to beat the Ghost Ship, it will float off to hide itself behind any uncompleted stages on the map. The anchor will secure it beforehand, although it won't be necessary if you've completed every stage in the World.

Warp Whistle: There are no Warp Zones here, but blowing a Warp Whistle takes you to a world select screen. In World 1, you can reach 2,3, or 4. Using it in 2,3, or 4 takes you to 5,6 or 7. From these, you can reach World 8. Don't use one in World 8, or you'll have to start all over again (anyway, where did you think it would take you?). To find the Warp

Whistles, look to Stage 1.2, the World 1 Fortress, and the top right corner of World 2.

Kuribo's Shoe: This green clockwork boot has to be hijacked from another wearer, and can only be used on the stage in which it appears. To grab it, you must lure the Shoe onto a ledge and then bop it from below. Jump inside and you can stomp anything.

Music Box: This will send to sleep any Hammer Bros that are on the map

screen, so that you can tippy-toe safely past them.

Magic Hammer: Use this to clear rocks from the map screen. One of them can be picked up from a Hammer Brother roaming World 2.

PLACES AND BONUSES

Map Pipes: These are usually locked, until certain stages have been completed (Boom Boom has the keys). However, if you lose all your lives and continue on the World you'll find the pipes are still open. If you continue on a World, you'll find that you still possess your accumulated treasures whilst the Toad Houses have reset.

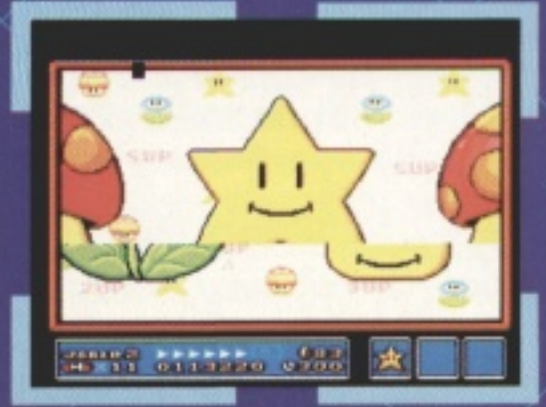
Even better than that, you can save your position and then play earlier levels to stock up on N-Mark Spade Panel goodies if you want to (ie if you get stuck on World 8, you can go back and play World 1 on the same saved game position to fill your items window, before quitting out and beginning World 8 again).

Stage Completion Cards: Collecting three of these means an extra life. You'll get more lives if the three cards are identical – 2 for Mushrooms, 3 for Flowers and 5 for Starmen. I find that dashing at the end of the level and jumping with full power to collect the card usually results in a Starman. It also helps to avoid any monsters hanging around in this section.

Toad's Mushroom House: Pick a freebie power-up from one of the three chests. It's usually decent stuff, too (this is where you'll find most of the Frog Suits).

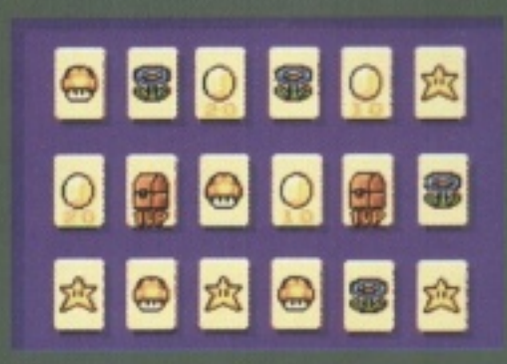
Blue Mushroom House: Occasionally, when you have collected sufficient coins, this will appear on the map. It contains P-wings and Anchors alternately, and is generated by the following stages:

Stage	Bonus	Collect at least
1.4	P-Wing	44 coins
2.2	Anchor	30 coins
3.8	P-Wing	44 coins
4.2	Anchor	22 coins
5.5	P-Wing	28 coins
6.7	Anchor	78 coins
7.2	P-Wing	46 coins



N-Mark Spade Panel

N-Mark Spade Panel: Toad asks you to match the cards by turning over identical pairs, in return for which you'll be rewarded with a stack of power-ups and coins. The positions of the cards aren't random, and they fall into one of the eight possible patterns which we've handily reproduced here. The game quits if you make two mistakes in matching up the pairs, so you'll still need to think a little bit when you test to see which pattern you've uncovered. Note that you can only hold four 'windows' of items, so leave the N-Mark for later if they're full. The last item will be replaced, otherwise.



Spade Panel: Here's another chance to win 2, 3 or 5 extra lives. You might as well try for the Starman every time, as it's no harder than the rest.

White Coin Ship: This only appears on rare occasions and it contains hundreds of coins. The pipe to the cabin drops you between two Boomerang Brothers, so make sure you enter the ship powered-up. To generate a coin ship you must first complete a stage with a coins total that is a multiple of 11. Your score must also be an even number whose 10s digit is the same as that of the coins total (eg if you collect 22 coins and have a score of 210,320). And your final time must be an even number, too. There must also be a Hammer Brother on the map (who is then transformed into the Coin Ship). Yes, it *is* impossible to plan something like this, but you might like to know what causes it...

Hammer Brothers: When you bump into these henchmen on the map, you will first be taken to a single screen challenge to fight it out. This is an ideal opportunity for you to use a Starman from your items window, especially later on in the game. At first, however, it's easy enough to run straight in to the fray and bop the bothersome Brothers from underneath the ledges that they stand on. If you beat them, you will be rewarded with a magical object or a power-up.

World 1: Grass Land

STAGE 1

1 This should be a doddle by now, but it's also a great introduction to the feel of the game. Punch the first four blocks for coins and a mushroom, then jump the Piranha Plant (which now breathes fireballs). Stomp the Koopa and pick up its shell, which you can use on the next ? block to release a Magic Leaf. There's another power-up beyond the Paratroopa if you mess up.

Take out the Goombas and the ParaGoomba and take a long dash from the pipe. You'll build up enough power to fly upwards into the clouds, where coins and a 1-up await. Come back to earth and look for a large pile of bricks whose top right brick reveals

5 a switch block if you whip it with your tail.

2 Now fly up again and enter the tall green pipe stretching into the sky: inside is a coin bonus room. You'll find on your return that all the coin blocks have reset. Use that switch block

STAGE 2

Slide to run over that Goomba and bop the ? block for a power-up. When you reach the Piranha Plant, use your tail to punch the left brick under the pipe and jump on the switch block that appears. The coins above you will become bricks, allowing you to reach the pipe from the slope. Jump up from the right side of the pipe for a 1-up, then go down the pipe for a coin bonus room.

The second note block you find contains a power-up. There are some more note blocks further on, the third of which contains a Starman. It should last you to the end of the level.

STAGE 3

Micro-Goombas dropped by the ParaGoomba will stick to Mario, slowing him down and reducing his jumping ability. Hammer DASH or JUMP rapidly to shake them off.

Stomp the Koopa and pick up its shell, then run at the Boomerang Brother. When you see this arrangement of

3 bricks, stun the red Koopa and throw the shell left, at the note block. Stay clear until it has knocked away the bricks, then jump around underneath for coin blocks, a coin box, a power-up and a hidden note block (in the middle area). The peach-coloured block will propel you skywards to Coin Heaven. Fly from the middle of the cloud to find a 1-up surrounded by coins. Otherwise, get the 1-up from the top wooden block in the stack of three after the jump block.

Shortly before the end of the stage, look for a large white rectangular platform

4

5

2

6

surrounded by four others. Dispose of the red Koopa and crouch down on it for five seconds. Mario will fall through the block and land behind the scenery! Run to the end of the level and keep going behind the black backdrop. You'll find yourself in the house of Toad, who presents you with the first Warp Whistle.

STAGE 4

The automatic scrolling can be panicky at first, but with practise you'll be grabbing goodies from the most awkward places. There are no tricky jumps to make, as a wooden platform will always arrive in time. Aim to collect over 44 coins to make the Blue Mushroom House appear.

Get to the lower ledge and punch the second brick from the right for a 1-Up. When

4 you find a Koopa Troopa guarding three ledges, go for the inside blocks of the uppermost two for a power-up and a coin box.

Another 1-up resides in the highest block of the next ledges. Mario's Raccoon Tail makes it easier to get it.

FORTRESS

Drybones is your enemy here. Fireballs and Raccoon Tails won't harm him – if you stomp him he'll get back up. Podoboos should be jumped over when they're moving downwards, and the flaming Rotodiscs are like fire bars: choose your moment and dash past.

The ? blocks hold a Fire Flower and a Magic Leaf. Go for the Leaf, as you want the Raccoon Suit here. When you get to the end of the second sub-stage and stomp the Drybones, dash left from the far right and fly up, curling back to the right as you vanish off screen. Although you can't see where you are, head right and press UP on the control panel. A

6 secret room appears, containing the second Warp Whistle.

If you don't follow this plan then you'll need to face Boom Boom. The bosses in the fortresses and ghost ships all take the same punishment before they'll submit – three stomps on the head. The best way to finish them is to be quick – pounce as soon as they emerge from their spiny shells, and wait for another go – or they'll become even harder to destroy. Boom Boom shouldn't present any trouble if you nail him immediately.

STAGE 5

Slide down the slope and the Buzzy Beetles won't trouble you. Use a Buzzy Beetle against the overhead Piranha

7 Plant. At the first junction, head up and jump around at the left side of the tunnel exit. You'll uncover a jump block to Coin Heaven. Back on the ground, take the tunnel to your left to find a power-up block. Leave the way you came and head right, over the hill, for the tunnel to the end of the level.

STAGE 6

As you might guess, that trapped Koopa is guarding something. Stun him and throw him far away, then knock out all the bricks overhead. Leave the second from right till last, as that's the 1-up.

7

When you get here, you have a choice: either fall through the hole for the wire lift, or (if you have the Raccoon Suit) take off from the very left edge and fly up into the clouds for a coin bonus.

GHOST SHIP

8 You want to be big Mario when you meet Larry Koopa. There's one obvious power-up, though a Fire Flower would be risky to reach. Adopt a 'jump & crouch' technique, taking one cannon at a time and ducking to see when the next one shoots. Stand on the cannons that shoot Bullet Bills or move off in the safe period after one has been fired.

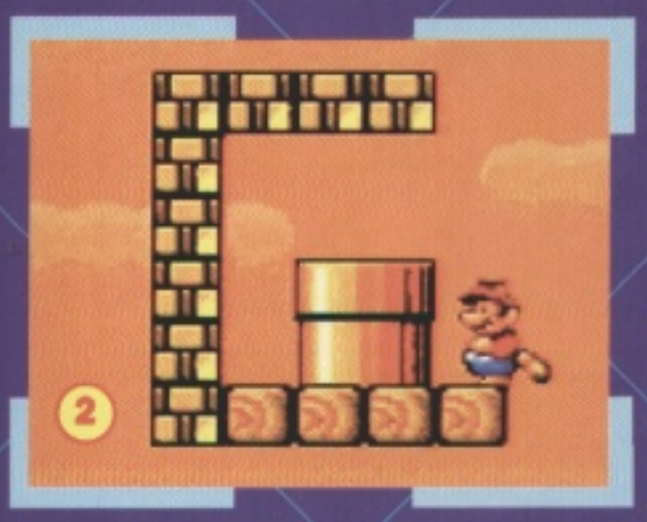
Take the pipe down to Larry's Cabin. He fires smoke rings and whilst he's busy you can jump on his head. When he re-appears he'll try to jump on your head, so be ready to dodge and don't get trapped in the ditch on the left. Stomp him two more times and he'll fly away, leaving the Mushroom King's sceptre.

8

World 2: The Koopahari Desert

STAGE 1

Those crafty Micro-Goombas are hiding under the bricks, but you'll get enough warning if you watch closely. They always move in a large arc. When one jumps towards you, jump away from it: then stomp it immediately before it gets a chance to move again. Your other enemy on this level is the Fire Snake: it can't be stomped, but you can use your Raccoon Tail or a Koopa shell on its head to destroy it.



You have to go over the pipe frames, and once on top you may notice what a perfect place it is to take off from. Fly
2 up into the line of bricks with a Raccoon Suit for a pipe to a coin bonus. On the other side of the pipe frame, brush the wooden block on your way down for a power-up. You can now
3 bash through that brick in the pipe frame and go inside for a 1-up.

A pair of pipes surrounding some bricks can be found at the end of the level. Take the second one and use the switch block to make a stack of cash.

STAGE 2

The Blue Mushroom House will appear if you get more than 30 coins on this stage, and you've time enough to go through it twice (once collecting ordinary coins and again collecting switch block coins). Look for a power-up in the first wood block and the switch block in the second brick over the water. The next brick holds a 1-up.

FORTRESS

The two enemies you'll meet here are Boo Diddlies and Thwomps. Boo Diddlies are ghosts who like to sneak up on you. If you face them and show them you're not afraid, they'll stay where they are. As they are ghosts, you can't hurt Boo Diddlies. You can't harm a Thwomp, either: these large spiked stones fall from the ceiling when you approach, trying to flatten you into the ground. You can clear them if you're moving at full dashing speed, otherwise it's better to move near enough to set them off and then run under them as they rise up into the ceiling again. In certain situations you'll be able to jump over them, but those spikes on their heads will do just as much damage if you touch them.

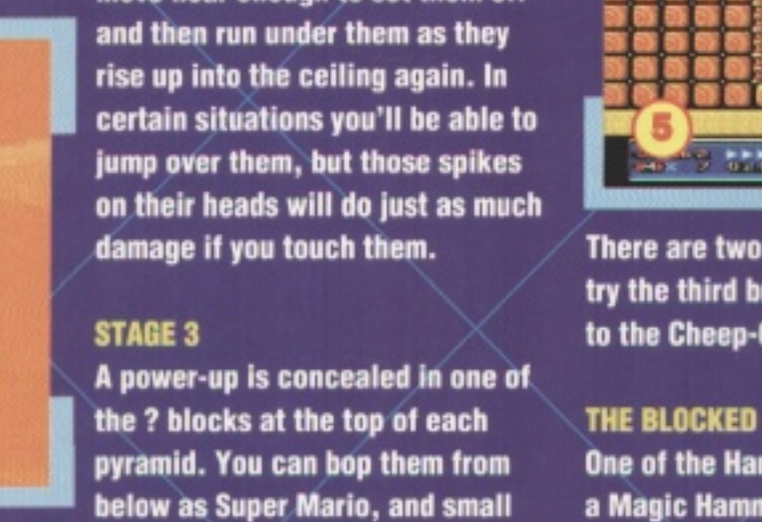
STAGE 3

A power-up is concealed in one of the ? blocks at the top of each pyramid. You can bop them from below as Super Mario, and small Mario can use a Koopa shell. Get a Magic Leaf and use the Raccoon Suit to take off from the base of the third pyramid. In the sky you'll find a switch block that turns the bricks below into a stack of hard currency.

Yes, that orange pipe really is the exit from the stage. To clear a path to it, stomp one of the Koopa Troopas and jump out immediately so that its shell
4 ricochets back and forth. Voilà! The bricks are smashed away.

QUICKSAND SQUARE

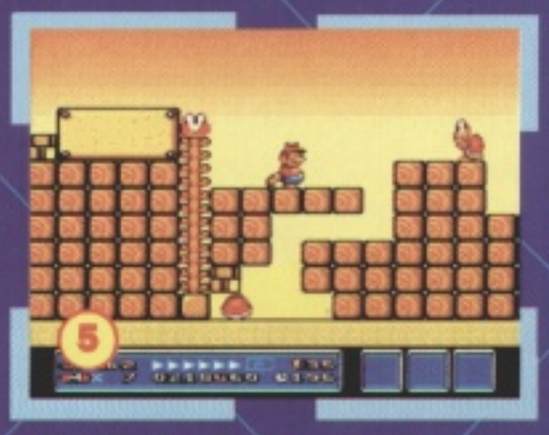
This stage, like any other, has to be beaten before you can pass. Although the Koopas patrol the area, you'll find that your real enemy is the elements...



It's best to dash straight through this level and just stay alive. To get past the whirlwind, jump straight into its centre at full speed. Stun a green Koopa and carry its shell, ready to throw it – it's the only way to get rid of the Sun when it descends on you. If you mess this up, it's still possible to reach the end of the level with a bit of weaving and diving.

STAGE 4

Time to choose between coins and power-ups: the normal route through this stage is rich in the latter, with every ? block bar the first containing one. The upper route is stacked with coins, but you'll need raccoon power to get there, fly up and bash through the blocks in the top left. A note block on your descent holds another power-up. When you reach the ground, use your remaining time to go back and collect some more coins.



There are two switch blocks in this bit: try the third brick right of the entrance to the Cheep-Cheep tank, and here.

THE BLOCKED PATH

One of the Hammer Brothers is carrying a Magic Hammer, which will be yours if you defeat him. Use it on the rock in the top right corner of the map and you can open up a path to an oasis. After another encounter (an ideal time to use a Starman from your pocket) you'll be rewarded with the final Warp Whistle.

STAGE 5

1 Those Chain Chomps are viciously unpredictable, so it's lucky there are some power-ups. Look in the second ? block, and kick a Koopa shell from the brick ledge to prise a power-up from one of the wooden blocks on the left.

5 Get to this beanstalk by kicking a Koopa shell down either side. It leads to more coins. Take the pipe to leave this bonus area and look for a switch block (it's the middle one in the first group of bricks) and a power-up (the rightmost of the ? blocks).

THE PYRAMID

Stomp the first Buzzy. Throw it at the next one to free the power-up in the ? block. The passages are blocked by walls, and if you don't have a Raccoon Tail to get through them you'll need to kick Beetle shells. Remember that Super Mario can slide under narrow gaps.

7 After the Piranha Plant, take the left, then the right path. Next to the ledge, jump up for a hidden block that lets you reach the pipe. The next room has a hidden 1-up block above the top row of bricks. The lowest brick is a switch block. Go right when you leave.

GHOST SHIP

6 Apart from bigger cannons firing up through the decks, this is like the first one. Go up, down, up, down, slip between the crates and crouch to avoid the Bullet Bills. Morton Koopa Jr is the boss of the ship, and he blows smoke rings too. When you finish him you're rewarded with Jugem's Cloud.

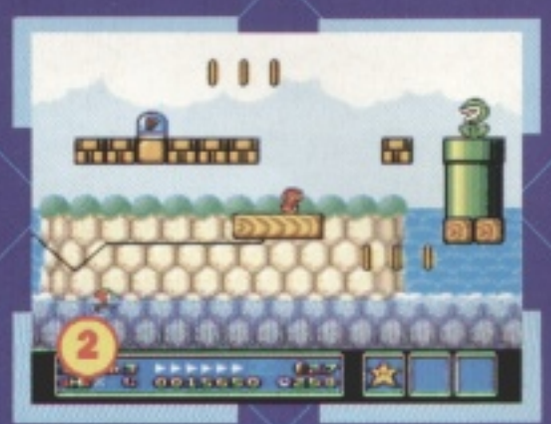
World 3: Water Land

STAGE 1

A Frog Suit helps here, but if you want to keep it, you should avoid all power-ups. Otherwise you'll find that fireballs are very useful against Bloopers, but they won't work on the Lava Lotus.

Drop down at the start of the stage for the first power-up. The Lava Lotus spreads lethal seeds, but it's slow to react when you approach: if you're fast and don't hang around, you can grab the coins quite safely. When you reach this (1) area, jump up out of the water and head left, over the wooden blocks. Mario will be off-screen until he falls into a secret power-up tank.

The note blocks contain nothing, but to the right of them is a 1-up brick surrounded by coins.



STAGE 2

There's plenty to find in this level, but the Cheep-Cheeps won't allow you to stop for too long. Whilst you're cruising the lifts, it's a good idea to keep jumping – you'll thwart quite a few sudden attacks by Paratroopas and Cheep-Cheeps that way. Most importantly, stay out of the water.

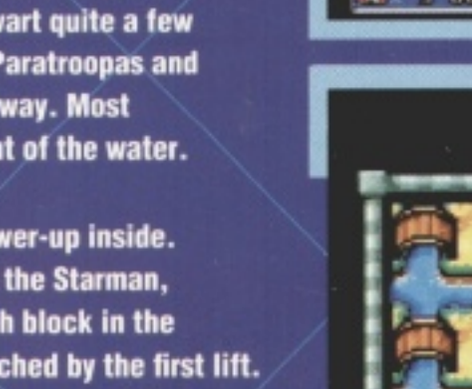
The first ? has a power-up inside. Especially useful is the Starman, concealed in a brush block in the wooden column reached by the first lift.

(2) When you get here you'll find a switch block in the third brick in the ledge. Explore the bricks and the ? block around the pipe.

After exiting from the pipe, try exploring upwards with your Raccoon Suit. Nudge, nudge, wink, wink.

STAGE 3

The waters are even deadlier than before, as Boss Bass is looking for his lunch. If you let him swallow you, then you'll lose a life instantly, regardless of how powered-up you are. To avoid this fishy end, stay out of the water and keep jumping when Boss Bass approaches. When Bass rises out of the waves he is vulnerable to fireballs and thrown objects: so remember to carry a Koopa shell with you to take care of him. You'll only get rid of him for a short while, alas.



Kick the first Koopa you see to reveal a switch block in the first ledge. If you use it, you can obtain a power-up from the note block.

The pipe you'll find here will take you to the end of the level, but first look further right for a 1-up brick.

(3) There is a pretty easy way to finish this stage. When you get here, pick up the power-up from the overhead brick. Then get a silver brick from the right and throw it at the brick on the left to reveal a switch block. As soon as you activate the switch, dash across the bridge of bricks you've made.

FIRST FORTRESS

(7) The Drybones and Thwomps will give you little trouble, but the Boo Diddlies on both sides cause problems. If you go through any of the doors, you'll find that they keep the moat indoors. This watery dungeon has a power-up at the left and middle and a 1-up on the right. The power-up blocks reset every time you come to this section. Jump up any of the pipes to return to the corridor.

For a small stash of coins, go through the last door on the far right. Some

(4) invisible coin blocks above you will let you reach a coin pit.

When you're ready to face Boom Boom, take door number six. This time you'll have to be especially fast in stomping him: wait too long and he'll demonstrate a new ability.

STAGE 4

(8) There are three power-ups in ? blocks here, so you've no excuse for leaving the stage as ordinary Mario. Jump straight out of a slide at the bottom of the second hill to clear the water. If you don't manage this, there

are hidden coin blocks on the right to use as stepping stones.

(5) Use the switch block (the second brick) under the Piranha Plant for a coin top-up, but don't bother with the 1-up in the brick ledge – Lakitu is too mean to dally.

THE BOAT

(6) Do you still have a Hammer? If so, think of using it on that rock that bars the road to the jetty. You can pilot the boat to a couple of islands for free power-ups and a crack at some extra lives, as well as sneaking a look at the last stage of the World.

STAGE 5

I know it looks silly, but shut up and put on a Frog Suit. This is a water world, and only careful swimming will get you through the Jelectros. Look for this pipe

10 and swim down into it, against the current. As soon as you start to slide down it automatically, press RIGHT. You'll land on a platform with a giant ? block which, when bopped, will produce three 1-ups.

If you fancy exploring, though, try using a Raccoon Suit to reach the platforms above the surface.

STAGE 6

Despite the plentiful treasures that are available in this stage, make sure you keep your beady eye on the automatic scrolling. If you stand long enough on the donut blocks, then you can drop to the lower level, but it is very easy to get stuck down there.

This level is deceptively nasty, so let others do the work for you. For example, if you kick the first Koopa you come across it will knock its way down and bash the coin box repeatedly.

STAGE 7

There's a new pest here called Spike. You can stomp him as long as he isn't holding a missile (these can be avoided by crouching down). Look for a power-up in the top wooden block at the start of the stage and a 1-up at the top of the floating bricks. The wooden block on the edge just after the pipe can be brushed for another power-up, but you'll have to watch it doesn't bounce you off.

9 When you reach this area, bash this block for a beanstalk (small Mario can trigger it by throwing a Koopa shell from the green hill on the left). Shin up those leaves and collect all the coins from the cloud banks on the left. That's not the end of it, though. Come back to the beanstalk and take a big

12 leap right from the wooden block. You will land on a secret cloud ledge! A hidden note block is positioned over the middle smiley cloud, and when you've uncovered this you'll be able to spring to Coin Heaven.

After you've raked in the pennies you'll find a chest containing Jugem's Cloud, and you'll be taken to the end of the stage. You now have my have permission to shout 'Hurrah!' loudly.

SECOND FORTRESS

11 A Frog Suit is the best thing to use here, although fireballs are good against the Cheep-Cheeps, too. Go under the first Rotodisc and over the second.

STAGE 8

13 44 coins here will make the Blue House appear – but with Boss Bass around, who cares? Just try to get through without doing the Jonah trip. You may even consider skipping it with Jugem's Cloud. The beanstalks don't lead anywhere, but are supposed to raise you clear of Bass's jaws. If you don't have fireballs, look to those silver bricks for something to throw at him.

STAGE 9

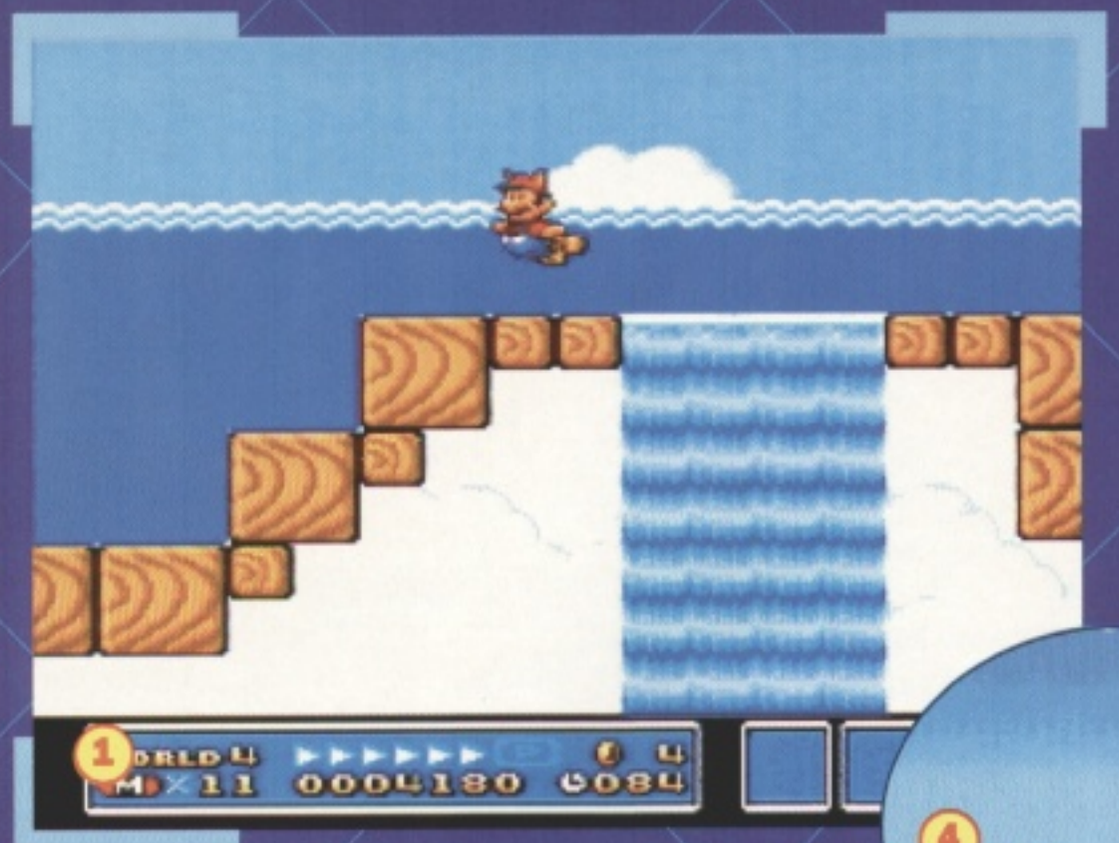
15 The pipes in the top half of this stage will drop you into the water below. This lower half is connected, and the rarity of Cheep-Cheeps makes it a safe bet. Look in the water pipe on the far left for a Frog Suit.

GHOST SHIP

14 If you keep trying (unsuccessfully) to jump over the tall pillars, then you'll get caught in the automatic scrolling. Take a look at the screenshot and you'll see that the correct route actually takes you underneath the diagonally-firing cannons.

16 Wendy O Koopa is the boss of this ship and, unless you finish her off

17 quickly, she just gets meaner and harder to polish off. The rings she throws stay bouncing around on screen, and if you find your jumping space limited, then try storming them before you go for her.



wagging tail to make sure you hit the earth.

World 4: Giant Land

STAGE 1

Use the power-ups in the second and third ? blocks to become Raccoon Mario. This stage is easy to complete quickly, but if you fancy exploring then dispose of the Green Paratroopa and fly

1 up beside the gushing green pipes. You can enter the waterfall, where a Venus Fire Trap protects a pipe to the left. Take the pipe to a world where two Basses protect two 1-ups. Don't stomp

2 the Koopa at the end, as you may block the exit.

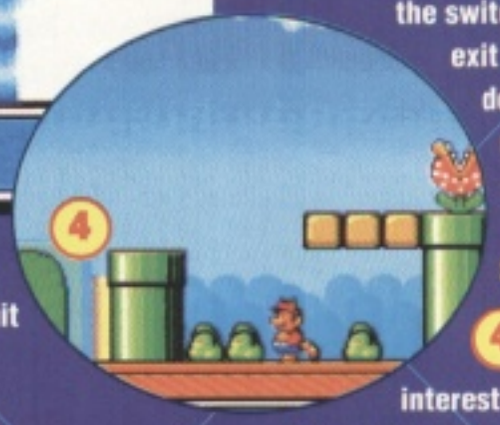
STAGE 2

Collect 22 coins on this level to make the Blue Mushroom House appear. Hit the switch block and you'll be able to bop the next ? block for a Starman, which will just last you to the end of the level if you dash.

STAGE 3

If you can start this stage with fireballs or a Starman, I strongly advise it. The Sledge Bros not only throw hammers, they have an earthquake jump that freezes Mario to the spot. If you have to go it alone, make sure that you jump when a Sledge lands so that you won't be a sitting duck. Your best bet is to leap over them both.

3 The next section is pretty straightforward, but in one place you have sufficient space to fly. Look for cash above you, and float down on a



FIRST FORTRESS

Watch those candles – they're not part of the background, as they house Hot Foot. Like the Boos, they only move towards you when you turn away. The Thwomps now move horizontally but, as before, slip past them as they reset. Take the centre pipe for a short detour, and look for a power-up in the ? blocks. Two invisible coin blocks at the end will help you up to Boom Boom.

STAGE 4

5 If you have a Frog Suit, swim straight down at the start: you'll be able to push past the strong current and take the next pipe up to an air bubble sanctuary, where an extra life in coins awaits you at the flick of a switch block. The Frog Suit is also a good bet for avoiding Lakitu's fast-sinking Spiny Eggs.

STAGE 5

Use a Koopa shell to hit the ? block on the right of the pyramid. You'll release a power-up. Those guns are loaded with Missile Bills, not Bullet Bills – they turn around and make a second pass. This makes them very easy to jump on, though, and you can use it to good effect. Look for a single block at the top of the screen, high above the cannons: stomp a Missile Bill and make a big leap off its back (pressing DASH and JUMP when you hit it) to bop the block. You'll release a beanstalk to a secret room, where a Tanooki Suit is held. When you've hit the switch block you should exit quickly and float down, collecting as many of the silver coins as possible.

STAGE 6

4 That Miyamoto fellow has a pretty interesting grip on reality. The doors in this stage flip you between two worlds that look identical in all but size. Look for this pair of pipes: in the smaller world, one of these hidden blocks holds a 1-up. Try flying up above the ? block in both worlds and you will find a stash of cash or a 1-up mushroom.

SECOND FORTRESS

Two routes and many extra lives are open to you here if you know where to go. Ensure you're powered up from the ? block and jump or fly up to the switch block (leaping off a Drybones may do it). Some coins will appear below you in the shape of a doorway, so stand in it and press UP to enter the secret route.

To steer the Arrow Lift, jump on it whilst pressing the direction you wish to take. It disappears after a short time or if you get hit, so you may need some practice.

At the top of the pipe maze, look for two

6 hidden blocks above the exit pipe. They'll let you reach a hidden 1-up. In the next room you'll see two pipes and a huge block. Punch it for three more 1-ups! There are coins up on the left for those who fly.

If you want to clock up extra lives then why not take advantage of this loop? Collect the 1-ups and as many coins as you can find before killing yourself. Repeat this stage over and over and you'll add three lives each time.

GHOST SHIP

7 It's far too easy to fall off a Bolt Lift, so clear the first one entirely with a running jump and use the next two as stepping stones only. The Flame Jets will turn off one by one, so you'll be able to walk through them slowly. Go right, not up, when you see the ? blocks. Iggy Koopa is captain of this ship.

You're All Stars!

We've had many, many letters from explorers of the Mushroom Kingdom, and this should help those of you who are lost. Special mention goes to tipsters Karan Sampat of Kent, John Rice of Fife and Gonzague Kütteman of Surrey. Wear your Tanooki Suits with pride.

Fancy Your Chances?

If you've played *Lost Levels* to the end you may have noticed that we didn't cover parts A, B, C, & D in last month's issue. Some of the info was cut down in size or missed out to make you work a bit: if you get this far then we reckon you don't need further guidance. So here's a challenge for you. *Lost Levels* is rumoured to have, itself, a Lost Level: if you manage to complete the entire game from a NEW file without saving, warping or using a continue, you can play a hidden Ninth World. We consulted Zy, who said 'Frrnggnnn' and promptly fell over. Can anyone else verify this?

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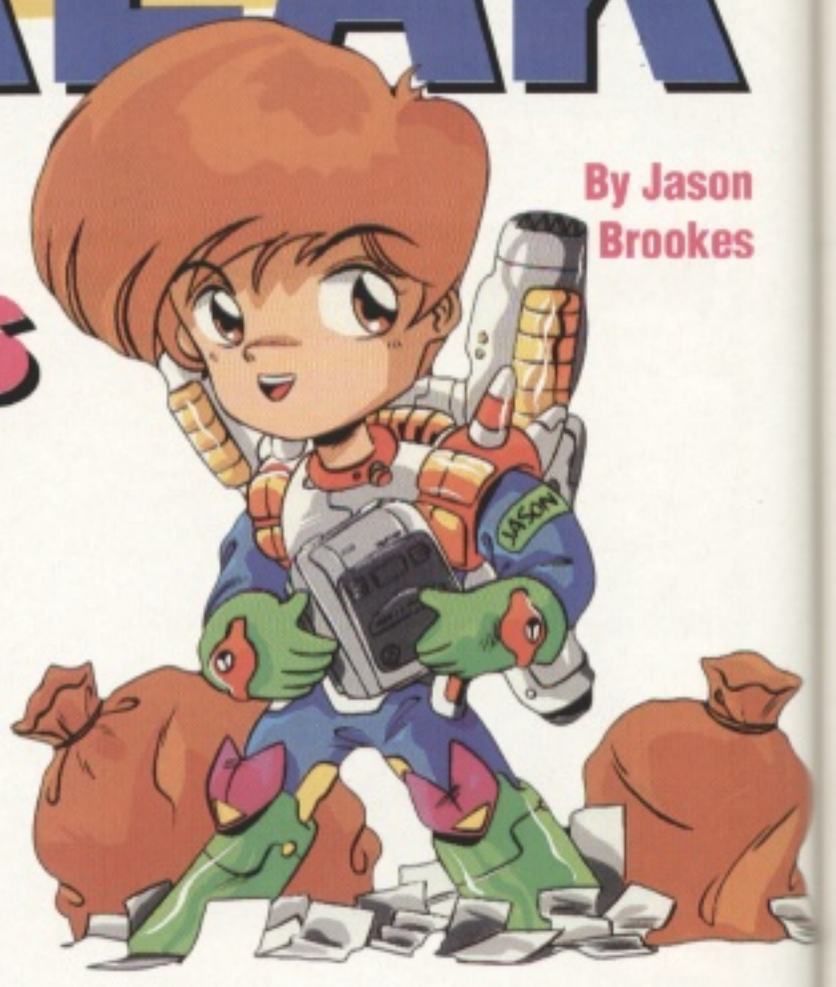
GAMEFREAK

SNES TECH & GAMING ANSWERS

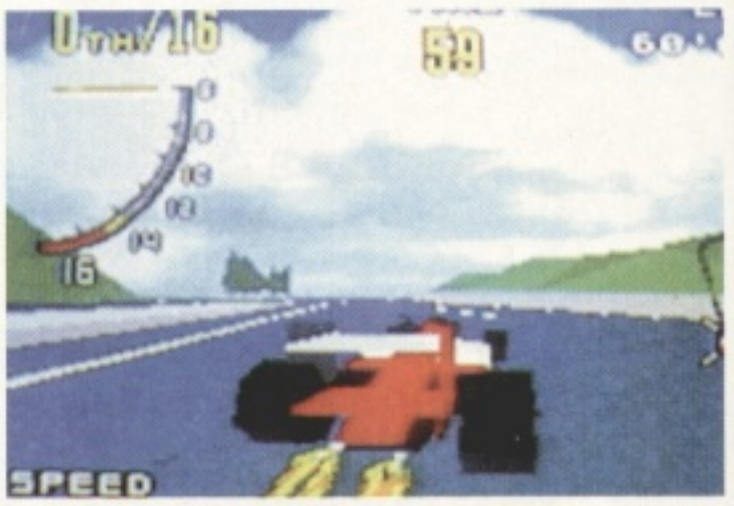
By Jason Brookes



Got your joypad leads in a twist? Then relax, anxious gamers. Britain's foremost Super Nintendo expert (at least, that's what it said on his job application) is back from his 'holiday', and just aching to get back to answering your questions.

Dear Gamefreak,
Having read the excellent Live From Hell City section in issue 13, I would like to ask some questions about the latest arcade version of *SFII – Super Street Fighter II*.
1) When is the game due to appear in arcades in this country?
2) Is there any chance of the game being translated to the Super Nintendo?
3) How long will we have to wait for it?
James Brown, Newcastle.
1) Get up... get on up...like a sex machine... get on up, etc, etc. Er, sorry James. That wasn't funny was it? Anyway, on a more serious note (*Oh dear – Ed.*), *Super SFII* should be in your local arcade by now. Unless, that is, your local arcade is full of *Space Invaders* and *Penny Falls* machines.
2) Yes, of course. But it's beginning to get a little bit expensive, this Nintendo street fighting hobby. Perhaps Capcom will release it for the flagging Mega CD to start off with. Who knows? Only Capcom at this stage.
3) Oooh... ages. Next Summer would be a good guess. But then, it'll be interesting to see if anything surfaces at the Winter CES in January.

Dear Gamefreak,
1) Do you have any information on the third-parties such as Konami or Capcom using the Super FX chip?
2) How will the new version of the Super FX differ from the old one?
3) Will Sega's version of the Super FX chip be better than Nintendo's?
4) Have you got any information on *Super Mario Kart 2* or *Starfox 2*?
Wayne Gumbs, London.
1) The only third-party that's announced Super FX development is Elite, with its driving game, *Powerslide*. The price of the chip is prohibitive at the moment. There are bound to be others, though.
2) Nintendo claim it will be faster, but it's unlikely to be vastly improved. Programming will be better, though, so expect to see far more impressive things than *Starfox*.
3) Sega's chip is actually only a DSP – in this case, a number cruncher for fast polygon calculations. It has to be said, though, that *Virtua Racing* on the Mega Drive is looking pretty slick. Let's hope *FX Trax* catches up eh?
4) Only that *Starfox 2* is expected next year. *Super Mario Kart 2*? We can only hope. Or beg. Please, Mr Miyamoto, are you listening?



Calm down, *Virtua Racing*'s for the Mega Drive. (Sob.)

That's what we call a fireball. Chun Li gets even at last in *Super SFII*.

***Super Street Fighter II* – just how long will it be before it's up and running on the old Super Nintendo?**

Dear Gamefreak,
1) The import prices of *SFII Turbo* have fluctuated between £55 and £130. What'll be the UK price?
2) If there's an *SFIII*, will it feature more female characters? (I hope so!)
3) Do Nintendo plan to run a direct access games channel on cable?
4) Will Nintendo produce a VR headset and system for the SNES, or for the Silicon Graphics machine?
5) Sega seem to be dominating the console and video games world at the moment, with brilliant adverts, mind-blowing arcade machines (in their own arcades!), VR headsets, cable gaming, cartridge rental, road shows etc. The technology war is currently being won by Sega. Don't you think Nintendo have let them get too far ahead?
Ben Boston, Bristol.
1) £59.99 looks pretty certain
2) Oh no.
3) In Japan they're installing a satellite gaming channel for April 1994, where players'll be able to compete in huge tournaments – *Mario Kart* was one game mentioned. Sadly there are no plans for a similar thing here yet. Cable gaming in the UK will be restricted by the lack of a big cable TV network.

4) It's unlikely one'll appear for the SNES.
5) Personally, I'd say yes. But it's worth remembering that Nintendo are still the bigger company. If the Silicon Graphics deal does result in a machine, Sega could be leapfrogged when it comes to the next breed of consoles.

Dear Gamefreak,
I have had a US Super Nintendo for two years and have had no problems running Japanese or English games on it (through an adaptor). That is, until *Striker*. After reading your review I bought the game, and when I turned it on the words 'This gamepak was not designed for your Super Famicom or Super NES' appeared on the screen. Are there any adaptors that can overcome the problem, as it's ruined my day.
Ben Pinchen, Essex.
It would ruin my day too, Ben. The problem is that the situation we predicted in issue 5's Super Express has finally arrived. Companies are protecting their games to stop grey importing. It *is* possible to get an adaptor to work with *Striker* – the latest model from Datel ought to do it, for example – but it won't be guaranteed to work with future software. Getting your SNES modified is an option, particularly if you've got an imported machine. We'll look into this next month if we can.

Dear Gamefreak,
1) When will you be reviewing *Breath Of Fire*?
2) I'm considering buying a Multitap adaptor when it's officially released. Are there any decent four-player beat-'em-ups coming, or would they slow down because of the number of sprites?
3) Any news on *Actraiser 2* and *Ganbare Goemon 2* (*Legend Of The Mystical Ninja 2*)?
Simon Birles, Staffordshire.
1) It's still not due for release in English, despite all your letters. (Sniff.)
2) None planned, and yes, slow-down would be a problem with the game in the wrong hands.
3) *Actraiser 2* is just out in Japan – too late to be reviewed this issue, though. There's less of the strategy and more of the action this time around. *Goemon 2* is on the way in December (an English version is unconfirmed as yet).

GOT A PROBLEM?

Then don't be shy – let the expert know about it, and he'll have you back on your gaming feet in no time. His address is:
Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

STEREO SOUND SPECIAL!

Dear Gamefreak,
My SNES is currently rigged up to a normal (or should I say boring?) mono TV. I've listened to the stunning stereo capabilities of the SNES on my mate's TV, and I'm really jealous because it sounds so groovy. I have no adaptors or plugs on my stereo either. Are there any speakers available that I could plug into the multi-out socket on the back of the SNES? Alternatively, could I buy some speakers and use some specific leads with them? I would be grateful if you could give details of cost, make and where they can be purchased.
Cheers,
Chris Lewis, Surrey.

As you don't say how your SNES is connected to the TV, I'm assuming that the multi-out socket on your SNES is left free. Into this you'll have to plug a custom stereo lead – the Nintendo stereo AV lead suits this purpose, whatever type of SNES you have. This is the only port that stereo sound comes out of on the SNES. It's perfectly possible to connect the SNES to a set of speakers, but you won't hear anything unless they're the sort with an amplifier built-in – they'll include some kind of power supply, possibly batteries, but preferably a mains adaptor. There are lots of reasonably priced compact speakers (under £50) available for PCs that would do a great job. I've got great pair (*Fnar – Ed.*) made by Acoustic Research, and there are loads of others knocking around.

The only problem is how to connect your SNES up to them. As most speakers of this type have a single Walkman headphone socket-type connector, what you'll need is a small adaptor that'll bridge this, and the two phono plugs from your stereo AV lead – these can be picked up very cheaply at Tandy, for example. Alternatively, buy a small, cheap hi-fi amplifier and a set of speakers and just plug the phonos straight into the amp.

Of course, if the multi-out socket on your SNES is already occupied, this causes problems. US and Japanese consoles that use the multi-out for a plug-in SCART lead require a more complex soldering job. It's a case of branching off a couple of phono leads from the sound pins in the SCART plug. Our technical contributor, Lewis, might be able to help out with a diagram soon – stay tuned.

If the multi-out on the UK console is occupied by a SCART lead (the Nintendo stereo AV lead), it's more simple – it's possible to branch off to a set of speakers or a hi-fi by simply unplugging the red and white phono plugs from the SCART plug (the yellow one is for the picture, so it's naturally left attached) and attaching, by means of an phono-to-phono adaptor, another set of phono leads that can then plug into the speakers or hi-fi. This is illustrated in the SNES's manual, incidentally. Of course, you won't get sound coming out of the TV this way, but then you'll have great sound coming from the speakers, so it won't matter.

Visit a computer hardware shop for more information on speakers like this. Tandy, or other electronics shops, will be able to supply the phono adaptors if needed.

Get the right connectors, and small powered speakers like these are worth picking up.

DAYDREAMING

Ever wished the SNES had a souped-up version of a certain game from another system? (No Amstrad GX4000 games please.) Or perhaps you've come up with a revolutionary game concept? No, you obviously haven't. Another month goes by and the daydreams plumb new depths of mediocrity. I give up.

Thomas Hartwright's a man with a bit of drive... (*Oh dear – Ed.*)
'I'd like to see a driving game like *Super Mario Kart*, *F-Zero* or *Top Gear*. You could design your own track choosing the layout, the gradient of the track and then you could decide on the background. There could be pits, night-time racing, loads of cars, a Super FX chip, and battery back-up for saving everything.'
No marks for originality, Thomas, but not bad. Sort of.

Chris Barker has a pretty wild imagination, judging by this...
'I'd like to see an RPG that allows you to play as one of several characters. (*Blimey, talk about original – GF.*) You could walk about and talk to people, and even buy weapons in shops and things. It would be unlike any other role playing game, though.'
Could have fooled me. Give this man a job, he's a genius.

Wayne Ryder's idea of heaven is a *Lost Vikings* clone...
'I'd do a *Lost Vikings*/*Alien*^{3} cross, with colonial marines clearing out infested space stations. There could be welding doors, Hudson running bypasses, power cuts and secret passages. You could be in charge of a squad of nine, split into three groups, and you'd have to get at least one of each group to safety per level.'
Game over man.

Poor little Jamie Curtis...
'Why can't Nintendo bring out something like *Virtua Racing* on the Super Nintendo using the Super FX chip?'
Looks like you'll have to buy a Mega Drive. (*Shhh – Ed.*)

Despite its diminutive presence this month – I was almost tempted to do a splendid column-getting-smaller gag – I'll just say, that despite this month's pathetic suggestions, Daydreaming's still very much alive. Keep sending 'em in to Gamefreak, okay?

MODE 7

By Dan Jevons

CALLING ALL CHEATS, CRACKERS, AND GAME FREAKS!

Let me take this opportunity to commend you on your (clearly) highly developed taste in video games magazines, and to welcome you once again to the most authoritative, definitive and uncompromising Super Nintendo tips section ever seen: *Super Play*'s Mode 7. This month we have a veritable banquet of hot, wholesome codes and mouthwatering electronic strategies to get your teeth firmly stuck into, along with the usual Action Replay and Game Genie goodies that you've come to love.

Should you have any queries, or dishes that you'd like to contribute then don't hesitate to write in and let me know, the address is, as usual: Mode 7, *Super Play*, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW.

Bon apètit, mes amis.

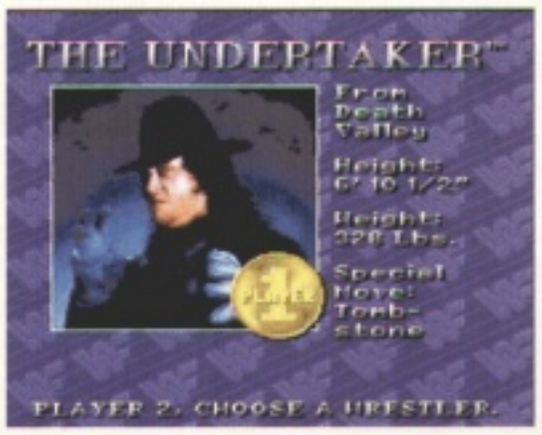
AEROBIZ

(Koei) SP7: 69%

● **Sound test**

In between fulfilling your *Die Hard 2* fantasies and crashing 747s, you may like to listen to some of the dinky little in-game tunes from this airport simulator. Wait until the new game/continue screen appears, and then press SELECT. The heavens will open, a beam of dazzling white light will shine down on you, the earth will quake, and lo, a sound test screen will appear. Press UP and DOWN to change the sound selections, A to play the sound and B to return to your game. A truly religious experience.

We couldn't get a screenshot of the sound, but this is the next best thing.



He's a bit weedy in my experience that Undertaker chappie.

2020 SUPER BASEBALL

(KAC) SP8: 85%

● **Win the season the easy way**

Should you feel a burning urge to suddenly and undeservedly leap to the last game of the season with 14 games won, then enter this little code:

AA61ABBEA5BB

Even if you lose the game, you'll still win the league and get to play the Super Team. If you can beat them, you've won the world series, but of course that's a different matter entirely. Thanks to Andrew Marshall of Brighton.

WWF ROYAL RUMBLE

(Acclaim) SP10: 79%

● **Control the WWF logo**

● **Hear new FX**

On the player select screen (the one with all the different wrestlers) you can control the scrolling WWF logo in the background by using the 'L' and 'R' buttons to adjust its speed, and the D-pad to move it around. Weird! And on a two-player game, you can hear different sound FX by trying to select a wrestler who's already been chosen. Andrew Farley of Telscombe Cliffs, East Sussex is the one to blame for that.

Spook! It's that code we told you about.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Right, before I start this month's Ask Allan I'd like to clarify a couple of things. Firstly, if you want the bosses to play on *Street Fighter II*, buy the *Turbo* cart. Don't send sackloads of letters to me asking for Action Replay or Game Genie codes. Secondly, for those who've found 95 levels on *Mario World*, and are looking for the 96th, I'm sorry, but I can't help. There are dczens of different combinations of levels that you've done. But, enough idle banter. On with the show.

READERS SOLUTIONS

Just the one again this month. But it's a jolly good one, just going to show that there's *always* someone out there who'll

be able to help you out.

• Stone me! (*Don't tempt me – Ed.*) Someone's actually found a solution to David James' *Dragon Ball Z* (RPG) problem – all credit to Karkay Tang of Hertfordshire.

The names he's used are from the Player's Guide in issue 11.

When you've defeated Son Gohan, he'll join you in further battles and his partner will give you a token. Don't use this until you reach the alien planet and the token has turned into a Son Gohan head. On the alien planet, look for a dragon ball in the caves. Once you've found it you'll have to fight a purple alien, so use the head token to call Son Gohan and he'll help you. Also, look for a village of Piccolo's where there's a fat alien in a spaceship. You'll be forced to rescue a Piccolo Boy and run away. Then look for two more Piccolos and they will join you.

I hope that was useful.

QUESTIONS ANSWERED

Questions answered by me, that is.

● **Dear Allan,**

How do you defeat the hovercraft combat carrier in *Super Star Wars*?

Gavin Long, Oxford.

Allan says:

Stand underneath it and blast the gun in the middle, then take out the thrusters, and finally do the guns at the top on the corners. Now just finish it off.

● **Dear Allan,**

I'm stuck on *Joe & Mac*. Help!

Mr Anonymous, miles from anywhere.

Allan says:

Get to any level containing a 1-Up, collect it and exit the level by pressing START then SELECT. Now re-enter the level, collect the 1-up again and repeat.

● **Dear Allan,**

I'm terribly stuck on *Cybernator*. Have you got any cheats for it?

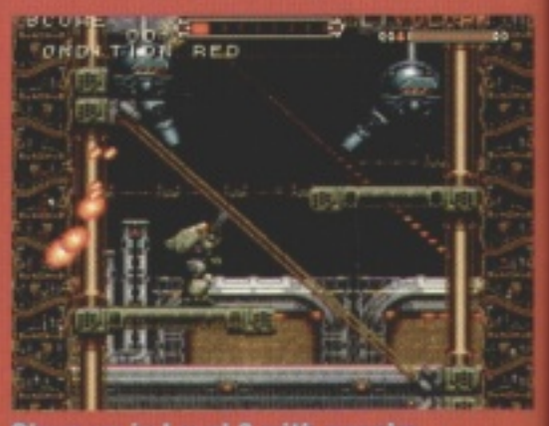
David Malone, Scotland.

Allan says:

Try doing the first level without shooting anything (except the boss), and at the start of Level 2 you should find yourself in possession of a rather tasty napalm weapon. Level 3 should now be a doddle.

● **Dear Allan,**

Where is the fairy at the Waterfall of



Clean up in Level 3 with napalm.

SUPER BOMBERMAN

(Hudson Soft) SP9: 92%

● **Level codes**

Hudson Soft's four-player classic is a real *Super Play* fave, so we thought we'd share these *Bomberman* level codes with you, courtesy of Gav Williams, Stoke-On-Trent (isn't that where Slash out of Guns 'n' Roses was born?). Oh, the codes are for the Japanese version, so I've no idea if they work on the others.

Get hold of a Multitap and some friends and you'll have a bombastic time.

1-2	1504	3-2	6404	5-2	1203
1-3	2544	3-3	2445	5-3	4242
1-4	0513	3-4	7414	5-4	7215
1-5	4523	3-5	5424	5-5	3223
1-6	0562	3-6	7565	5-6	6262
1-7	5534	3-7	3433	5-7	1264
2-1	0055	4-1	1155	6-1	1653
2-2	4005	4-2	5102	6-2	3604
2-3	0043	4-3	7144	6-3	7645
2-4	5012	4-4	2113	6-4	5615
2-5	0022	4-5	7125	6-5	1624
2-6	5064	4-6	3163	6-6	4665
2-7	1032	4-7	1134	6-7	7632
3-1	5453	5-1	4253	Happy bombing!	

BEST OF THE BEST

(Electro Brain) SP5: 50%

● **99% on everything**

Simply enter this simple password to turn yourself into an invincible Van Damme-like fighting machine. Sort of.

MHT25544KJ

Ta to Gabriel Grene from London for that, though why he actually bought the game is beyond me.

Is it karate or is it kick boxing? There's a very thin dividing line.

NHLPA HOCKEY

(Electronic Arts) SP4: 87%

● **Score all the time**

You wish! But seriously, we're talking ice hockey here. James and Thomas Mills from Cumbria both reckon that if you skate round the back of the goal (right to left) when you're playing down the screen, when you come out the goalie will still be standing on the other side, leaving you an open goal and easy slap shot. And he only comes back if you hang around too long.

In *NHLPA Hockey* two human players can play on the same side if they want.

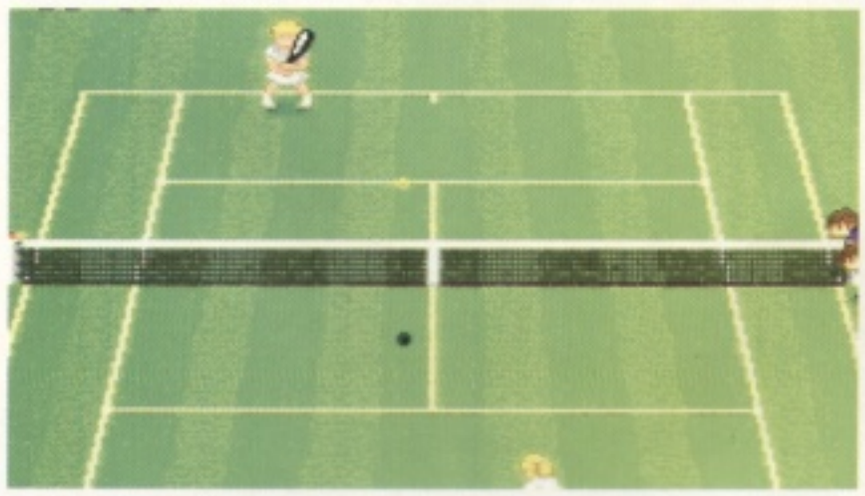
SUPER TENNIS

(Nintendo) SP1: 92%

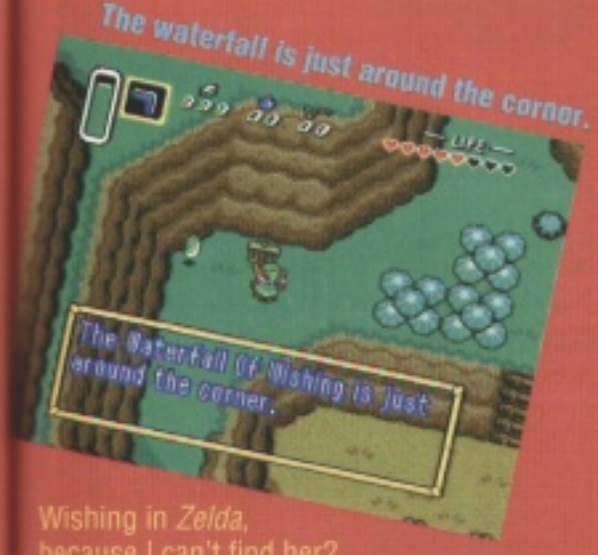
● **In-game player edition**

A star tip this one, from Andrew and Peter Lemon of Middlesex. Start a match and then press SELECT to bring up the score screen. Then, with controller two, press R button, R button, LEFT, DOWN, B, A, L button, then L button. You should hear a crowd cheer. then press either A or B on controller one to bring up the player stats.

There are four different sets of stats (numbered 0 to 3 for the four different players), and each number in those stats (0 to F) represents the particular player's competancy at the various tennis-like abilities (serve, volley, etc), with 0 being the best and F being the worst. In a one-player singles game stat chart #0 is the CPU player, stat chart #1 is yours, so all you have to do is 'adjust' your opponent's stats to F and yours to 0 for an easy victory. Especially useful against the real bastards like Don Juan.



Fore! Ooops, sorry, wrong sport. I wish I could get my lawn as lush and green as that. I would have thought that by now you'd have realised that I couldn't think of anything significant to fill this caption with.



Wishing in *Zelda*, because I can't find her?
David Tems, Bury, Lancs.

Allan says:
Go to the screen showing the entrance to the Zora marshlands and on the left near the top corner is a waterfall. Walk through it and you'll see a small pond. Try throwing in lots of different items.

● **Dear Allan,**
Is there a shrunken kart cheat for *Super Mario Kart*?
Barry Abrams, Hertfordshire.

Allan says:
Yes! (Er, coincidentally.) Press A and X together on the character select screen and bingo, one stamp-sized cart!

● **Dear Allan,**
How do you do Dhalsim's teleport and Zangief's spinning piledriver in *Street Fighter II Turbo*?
Stephen Hackett, Northants.

Allan says:
For Dhalsim's teleport press RIGHT, DOWN, DOWN-RIGHT and all three punch buttons. To do the spinning piledriver, rotate the pad about 315° (just over three quarters) and press any punch button.

● **Dear Allan,**
Can you help me with any cheats for *Super R-Type*?
Derek Love, West Lothian, Scotland.

Allan says:
For a level select, try the following cheat: on the option screen press R nine times and UP nine times and you should hear a chime. Then keep pressing RIGHT, SELECT and A until a level indicator appears. Pretty good, eh?

● **Dear Allan,**
On *Zelda 3*, how do you defeat Ganon?
Ryan Astley, Bolton.

Allan says:
First, make sure you have a few bottles of magic potion. Then, when confronting Gannon, put on your blue staff and constantly hack away at him, pausing occasionally to top up your magic meter. When he starts to use his technique of darkness, use the fire rod to light the torches and swipe at him with your sword. While he is still stunned fire a silver arrow at him. Do this three times to kill him.

● **Dear Allan,**
We're stuck on *Bart's Nightmare* in the Temple of Maggie, and in Itchy and Scratchy part two. Please could you help us out!
Daniel and Chris Keeler, Norfolk.

Allan says:
Well, on the Temple of Maggie (stepping stones) you must always make sure you plan about three or four moves ahead and carefully study the heights of the stones. And ensure you grab any eggs. And take your time as well. As for Itchy and Sratchy, in part two (the loft, I think) make certain you get the gun by the armchair and stand in the middle of the screen shooting the baddies until you're prompted to go right and upstairs.

● **Dear Allan,**
I'm stuck on *Dragon's Lair*, so could you give me some passwords?
Steven Bradson, London.

Allan says:
Try these:
Level 2: 3B 5C 7D 8A
Level 3: 2C 3D 6A 8B
Level 4: 1C 2D 3B 8A

Well, I guess that's about it, apart from:

ONE FINAL WORD

Has anyone out there finished *SFII Turbo* on Level 8, speed nine, with one credit and no rounds lost, on a NTSC machine? I thought I was rather good when I did. Can anyone else match it?

If you've got a game problem, share it with Allan. He'll shoulder your burden with a smile, a song and a solution.
Write to him at:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.
He's waiting for you...

MORTAL KOMBAT
(Acclaim)

- **Avoid Sub-Zero's finishing move**
- **No exhibition mode**
- **Action Replay codes**

This first one isn't really a cheat, as it exposes a bug in the game's programming. Nevertheless, we feel it's our duty to bring these things to your attention. Choose a two-player game and select Sub-Zero as your character. Win the first round, and then use the second round to gradually knock your opponent's energy down to as small a bar as you can manage, without actually killing them (four basic throws should do it). Now freeze them with an ice blast, and you should see the 'FINISH HIM!' message appear. Now execute Sub-Zero's finishing move (F,D,F + HP).

The screen will go dark, and Sub-Zero deep-freezes player two, before shattering the corpsicle into a million fragments. All seems to be normal... but wait! What's this? Player two is still standing! So, er... who's the guy scattered across the floor? Many thanks to Yip from Sunderland for discovering that. You have to perform the fatality before your opponent 'defrosts' – here're the screenshots to prove it.

Sub-Zero freezes Sub-Zero, turning him into a human lollipop (below), and Sonya and Sub-Zero end up on the floor as piles of ice cubes. But – no! – what's this? They're both still on their feet (left and above)!

This second bit of information is also a non-tip, but an important one nonetheless. We've had a number of requests from *Mortal Kombat*ants wondering how to get the Exhibition Mode to work. The answer, we're afraid, is a resounding FORGET IT! The mode doesn't exist on the SNES version, but for some reason it's still mentioned in the information booklet that comes with the cart. Many of you are still hoping in vain for a gore cheat, we know, but there really isn't one. No, no, no! So let that be an end to it. We don't want to hear anyone else asking for a cheat that allows you to play Goro, either!

Finally (and this shouldn't detract from the comment in the last paragraph) we'll relent with a couple of interesting Action Replay codes for the game. M Armer of Morecombe and Adam Paul of Edinburgh have come up with these:.

7E01 F81x – Use x to change the colours of the characters
7E01 2699 – No time limit
7E03 F400 – Opponent moves in slow motion
7E19 6E02 – Win one round to progress
7E00 080x – Where x is the location (0=Courtyard, 1=Palace Gates, 2=Warrior Shrine, 3=Above the Pit, 4=Throne Room, 5=Goro's Lair, 6=The Pit)

Next issue we want to see some interesting tips and cheats for happening games in this space, so get cracking. We don't need to remind you that you'll be rewarded with fame, respect, and a mention in the most illustrious magazine that money can buy.

NO MORE ROOM!

Well, we've run out of space for tips again, but keep on sending them in to the usual address.

GAME GENIE CODES

Now I know it's much harder to work out codes on the Game Genie, but that is no excuse. Come on, I want to see some more reader entries.

ALIEN³
3C28 44D4 – Infinite ammunition for pulse rifles
3C22 3D64 – Infinite ammunition for grenade launcher
3C25 3704 – Infinite ammunition for flame-thrower
DD6D 1700 – Max energy from med kit

BOB
3C37 A7D4 – Infinite weapons (except flame)
3CC7 3F85 – Infinite remotes
4A6E 0F0D – Infinite lives

WAYNE'S WORLD
C28F 0704 – Infinite lives
C2BC D728 – Infinite worthiness
C269 0DBB – Infinite Schwings

JOHN MADDEN '93
C2AB 64A4 – Infinite plays to get a first down

STREET FIGHTER II TURBO
D071 E460 – No charging required for most moves
3E31 37AD – Fierce projectiles travel ultra fast
EE31 34AD – Jab projectiles travel ultra slow
DE35 1FAD – E Honda's fierce head-butt is ultra fast
D63B C70D – Sagat's fierce uppercut goes further
D838 CF0D – Sagat's roundhouse tiger knee goes further
DA3C 1D0D – Blanka's vertical roll goes further

Thanks to everyone who sent in their codes. But, really folks, this box could be soooo much bigger. With a little help from you we could make the *Super Play* Game Genie codes bit the best ever.

ACTION REPLAY CODES

Look, you lot, I do appreciate these enormous sheets of paper you send in, with thousands of codes on them – honest. But seeing as we only print about 30 codes each month, you'd do better to select the best ones and send them in individually. Just thought I'd mention it.

SUPER TENNIS
7E08 0240 – Enables player to control
7E08 4240 the boss player Don J (or
7E08 8240 Tomkin in the Japanese
7E08 C240 version) from the exhibition match.

THE LEGEND OF ZELDA
7E00 5E16 – Nike Zelda! Zelda walks faster than he runs
7E00 5EFF – Zelda runs through walls

SHADOWRUN
7E0A 5A09 – Infinite cannons
7E3C 3063 – Armour strength 99
7E3C 0FFF – 16 million Nuyen
7E3C 11DD – Infinite Karma

STREET FIGHTER II
7E0D 9049 – No charge time on Sonic Boom
7E0D 9949 – No charge time on Flash Kick
7E0C 2601 – No pause after fireballs
7E00 A300 – Turns player into flags, and CPU into a mixture of two different characters (ie Ken has Zangief's legs)

STREET FIGHTER II TURBO (HURRAH)
7E05 3310 – Super jump for player one
7E07 3310 – Super jump for player two

F-ZERO
7E0D 4004 – Cross the start line and you win
7E0C F777 – Doubles the size of the other racers
7E00 C200 – Keeps the timer on 0'00"00 seconds

POCKY & ROCKY
7E00 6A03 – Infinite lives Pocky
7E00 6B03 – Infinite lives Rocky
7E00 6601 – Infinite smart bombs for Pocky
7E00 6701 – Infinite smart bombs for Rocky

STARWING
0BE7 12AD – Infinite lives
0BE0 48AD – Infinite nova bombs

Thanks this month to all those of you who sent in codes, especially Andrew and Peter Lemon. As for the rest, you know which ones are yours, and a pen is on its way. Trust me.

STREET FIGHTER II TURBO

Combo Guide (Part One)

Since some attacks will push your opponent away from you, it is essential you consider the reach of your possible follow-up moves. Chun Li's low kicking ability (above) is quick but has deep striking range for secondary and tertiary attacks.

(Capcom) *SP* 11: 96%

If you're one of the many readers out there who have bought *Street Fighter II Turbo* and the exclusively brilliant *Super Play SFII Turbo* guide, played the game inside out, and still can't figure out what this combo business is all about (a lot of you judging by the mail I'm getting) – then read on. If, on the other hand, you know your stuff inside out, read on anyway and you may just discover a few facts that even you didn't know.

Blanka's leap is a good opening gambit for many combos, as he lands close.

Combos?

Combination moves (combos) are simply a series of sequential attacks that, if the first hit strikes, can't be blocked. While they may seem unnecessarily flash, combos serve to inflict more damage than any other form of attack known to *SFII*. While a throw will typically drain 20% to 25% of an opponent's energy bar, a good combo can knock off anything from 30% to 50%. If you really want to become a true street fighter, you're going to have to learn how to incorporate combos into your everyday fighting.

Getting started: The target zones

There are three target zones on an opponent's sprite – the upper, middle and lower body (ie head, chest and feet). Typically, you can hit the upper body while jumping, the middle while standing and the lower when ducking, though a well-timed flying attack can hit the middle body, too. For a combo to succeed, alternate your strikes between these three different target zones to maximum effect.

Think about where your attacks strike. This Head-Butt guarantees chest damage.

It's an easy follow-up move, the Charge.

The first strike

Most combos normally begin with a jumping attack, and in order for a combo to work, that hit must be made just before you land and when you're extremely close to your opponent. This is known as hitting the enemy deep into his/her sprite, and is a crucial part of all combos. If you hit them too high, they'll have time to recover and attack you; if you wait too long, you'll miss the chance. You must hit low, close and deep for a chance to score that second, unblockable hit.

A typical first combo move would be the Flying Kick. Lower next time, Ryu...

That's better. Straight in with a Fireball.

After the first strike

Once the first strike has hit, it's up to you to execute the rest of the combo. The key here is timing. You must press the buttons corresponding to the hits you require in time with the on-screen character animation. If you press the button before the animation of your on-screen sprite has finished his last strike, it won't register. If you press it too late, you'll break the chain of hits and allow the enemy a chance for attack. For instance, when Guile performs his standing Fierce Uppercut (DOWN and FIERCE), he's frozen briefly in the animation of the Uppercut. You must time the next button press to coincide EXACTLY with the moment he unfreezes. Tricky stuff, especially on *Turbo* speed 9, but absolutely crucial.

A Fierce Uppercut leaves Zangief unable to block, but Guile is frozen briefly (above).

The second move must follow on at the very moment the Uppercut animation ceases.

Street Fighter II Turbo

Combined hits: Two-in-one

Aside from timing, the other key element of combos is the two-in-one hits. If you perform the commands correctly, the two moves become one – ie a Punch and Fireball combined, rather than a Punch, followed by a Fireball. The animation speed is doubled, so the time taken for the two moves is the same as the time taken for a single move. There are two forms of two-in-one, corresponding to the two different types of special move.

Instantly summoned special moves

For the regular, instantly summoned special moves (like Ryu's Fireball and Dragon Punch) there are a couple of ways you can go about performing a two-in-one. Firstly, press the button you want to tag the Fireball/Dragon Punch etc onto, hold it down, quickly perform the corresponding movement for the special move, then release the button at the same time you would normally press it for that particular special move. Secondly, you can try to put the Punch/Kick inside the special move. Begin the motion for the special move, jab the corresponding Punch/Kick button quickly half-way through the motion, then press the button again at the end of the motion.

An ordinary Punch. Unimpressive...

...until you conceal it inside a Fireball. Simplicity itself, but brutally effective.

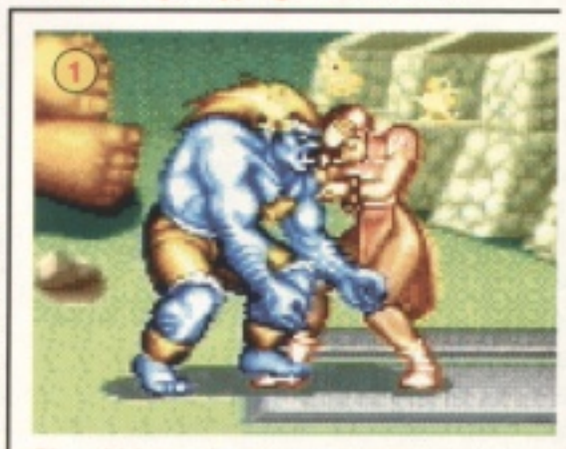
Stored special moves

These include Guile's Sonic Boom and Flash Kick, Blanka's Rolls and E Honda's Sumo Torpedo. Basically, any special move that requires the player to store up energy by holding the joystick in a particular direction. Once you have stored up for long enough, and you are within punching range of the opponent, you must press the corresponding Punch button (while still charging) to inflict the hit, then immediately press the direction of the special move and press the button again (ie for a two-in-one Sonic Boom you would hit while charging backwards then quickly push TOWARDS and PUNCH).

He's then in a position to launch an immediate, unblockable Sumo Torpedo.

If all goes according to plan, he may stun his opponent sufficiently to get off a third move. Icing on the cake, really.

Even whilst charging, Honda can dish out a hefty slapping to the GI Joe.



Chun Li is seeing stars, but Blanka should resist the temptation to bite.

Hang on, this was supposed to be Blanka's Roll, not a Head-Butt. Who took these screenshots? I smell a rat...

When, where and how?

The best time to use a combo is on a dizzy opponent (you can have the first strike free), but if you can slip one in during the actual course of the fight, the chances are you'll induce a stun. Even a blocked combo does damage (providing a special move is involved) and pushes your opponent away from you. And remember, no combo is foolproof. Only practise and patience will reduce the amount of human error involved.

And there you have it. You've no excuse for not using combos any more. Next month, I'll show you some of the ultra-professional special tactics that were just too cool to put in the book, as well as my favourite special combos. Until then, keep those joypads burning.

Yes, a good tertiary move, I admit – but it's easy when you haven't actually come straight out of a roll, isn't it? Cheat!

Nintendo HOTLINE

(0703) 652222 (0703) 652222 (0703) 652222

Welcome to *Super Play*'s very first Nintendo Hotline page. The idea is to provide news, tips and a few challenges. We at the Hotline reckon we're pretty good, and we'd like to see just how sharp you are. Your guides are Mike Barnes and Shaun White.

SUPER MARIO KART

We receive loads of calls asking for our best times for *Super Mario Kart*. Here they are. Also shown are the drivers:

Mario Circuit 1:	1'02"58	Bowser
Donut Plains1:	1'22"58	Donkey Kong Jr
Ghost Valley 1:	1'06"99	Donkey Kong Jr
Bowser Castle 1:	1'42"60	Bowser
Koopa Beach 1:	0'59"54	Donkey Kong Jr

The question is, do you think you can do any better? If so, send in your best times (ideally with some photographic proof if you've got a camera handy), to the Nintendo Hotline address in the box at the bottom of the page.

Over the coming months we'll be inviting the best players of a variety of games to come down and meet us at Nintendo HQ, where we'll take them on in head-to-head challenges. That's when the pressure will really be on.

So if you think you're hot stuff at *SFII Turbo*, *Mario All Stars*, *Starwing*, *Alien*^{3} or whatever, just send in your score and we'll compile the high-score lists and sort out our challengers. You could find yourself on a free trip to Nintendo HQ!

And remember, you can send in your high-scores on any game as long as it's officially out in the UK (and it's on the SNES, obviously).

RUMOURS

- *Aladdin*, the game based on the forthcoming movie, may well make it for a Christmas release to tie in with the said film and the Sega versions.
- *Tetris 2* looks set to appear around January 1994 on both the Game Boy and NES. A SNES version still hasn't been mentioned.
- Sports Scientists, an independent company, have apparently produced a golf club for use with Super Nintendo golf games! Quite how this works, or exactly what it does, is a mystery,but more news should be available next month. Watch this space.

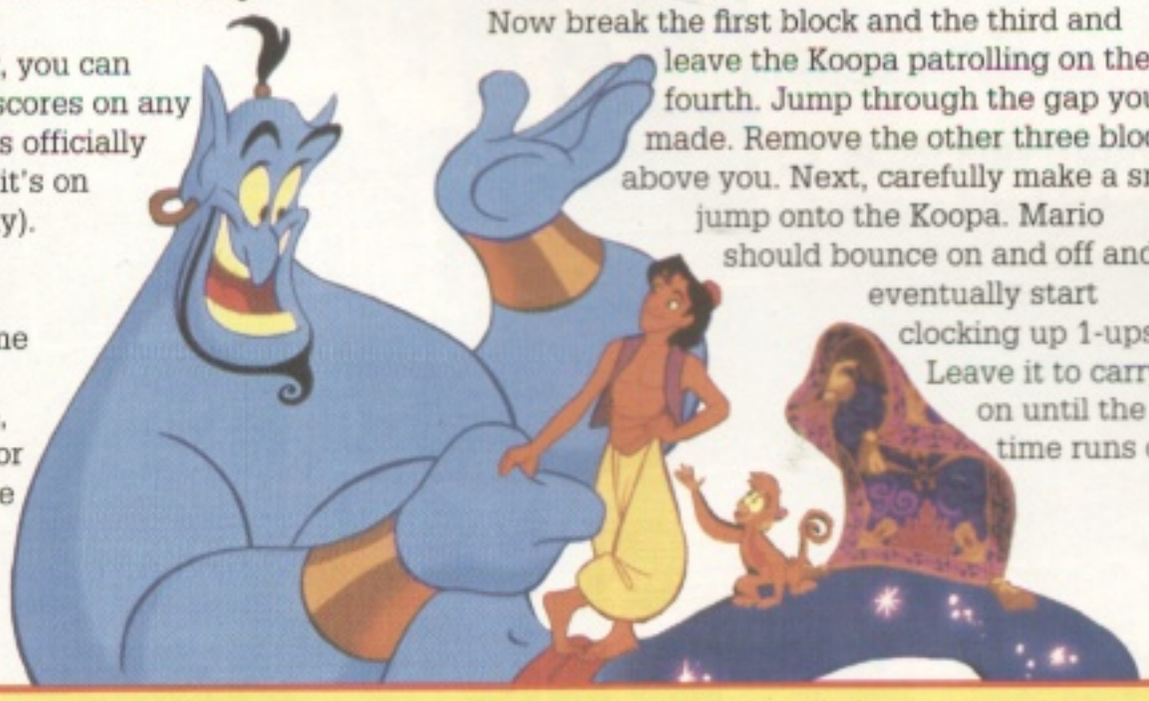
SUPER MARIO ALL STARS UPDATE

Zy Nicholson's player's guide covers the entire set of games very well, but we know something he doesn't! There's a secret way of getting yourself a distinct advantage.

HOW TO GET OVER 100 1-UPS

This cheat is available in the very first stage of level 1-1 of *The Lost Levels*.

To begin, bash the second block to uncover the hidden mushroom. Bounce it with your head over the end block leaving the Koopa inside. Grab the mushroom, being careful not to scroll the screen past the first row of blocks. Now break the first block and the third and leave the Koopa patrolling on the fourth. Jump through the gap you've made. Remove the other three blocks above you. Next, carefully make a small jump onto the Koopa. Mario should bounce on and off and eventually start clocking up 1-ups. Leave it to carry on until the time runs out.



THIS MONTH'S 10 MOST-ASKED QUESTIONS

Q On *Zelda III*, what do you do with the chest in the blacksmith's shop in Dark World?
A Take the chest to the man by the sign in the desert in Dark World. He will open the chest to reveal a bottle.

Q On *Super Star Wars*, how do you kill the Hover Combat Carrier?
A There's no easy way. Use Chewbacca and slide underneath the middle section and take it out as quickly as possible, then shoot the right-hand side, followed by the left.

Q Is there any gore in the Super Nintendo version of *Mortal Kombat*?
A There is no blood in *Mortal Kombat*, so stop ringing now!

Q How do you get out of the fruit machine level in *Starwing*?
A You can't. Once you get three sevens on the fruit machine you'll spend the rest of the time shooting letters that spell out 'The End'.

Q How do you kill Dizzy in *Tiny Toons*?
A You need to be on the level below Dizzy, jump up so the food flips up and lands in his mouth. When Dizzy spins, stand in the doorway and he can't get you.

Q Where is the Magic Cape in *Zelda*?
A Dash attack the top right-hand grave in the graveyard in Light World.

Q On *Mario All Stars*, *Maric 2*, how do you kill the bird at the end of Level 1?
A Jump on the eggs that he throws out, pick them up and throw them back at him. Three strikes and he's out.

Q Where is the Red Switch Palace found in *Super Mario World*?
A Vanilla Dome 2. The second time you leave the water, head back left. Pick up the P Switch. Put it on the ledge and jump on it. Fall down the second gap and run to the left. Now pick up the key, drop it in the water and swim right, and bingo!

Q Where is the Goddess bracelet in *Super Ghouls 'n' Ghosts*?
A After completing Level 7, you will be sent back to the start. From Level 3 onwards you can get the bracelet once you have the golden armour and sun shield. The next chest is where the bracelet is found.

The write thing

It's challenge time! If you're interested in taking on the Nintendo Hotline boys at any officially released SNES game, write to the following address with details of your top gaming skills: **Nintendo Hotline, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW**

Please remember to include proof of your scores if at all possible. If you can prove you're good, you could be winning an all-expenses-paid day out to Nintendo's HQ to do battle with the experts. *Super Play* will be there, and you'll get a mention on this page (whether you win or lose). So get playing!

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Plus, news of the future of video games: Nintendo team up with computer whizzkids Silicon Graphics to develop the next-generation console, the 64-bit Project Reality – the Mega CD is dead meat, mate!

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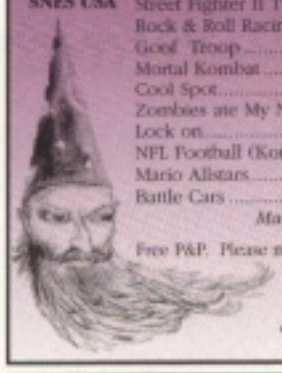

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PLAY BACK

HYPER EXCITING READER'S VOICE

This month in Play Back: the inevitable Project Reality comments; do we discriminate against ice-hockey players?; the perils of Norwegian SNES ownership; *Mario Fighter III*; a defence of *RPM Racing* (of all things); how to eat your words with dignity; *Super Play*'s Spring collection; and more!

'BLOW ALL OTHERS'

I am writing to express my views on the recent announcements on the Big N's Project Reality. I read many mags, and found mostly contrasting articles on this mind-boggling console (or console-to-be). However, as a result of my recent purchase of a Super Nintendo, I have begun to buy your great publication on a regular basis.

Many of my friends at college have dismissed this news as utter nonsense, saying Nintendo are trying to put the frighteners on other companies, such as 3DO and Commodore. They also add that the idea of Nintendo by-passing CD software and going into the future even further as being a bad choice. I personally believe Nintendo have chosen well in not immediately jumping into the CD pool like so many others and considering their options more fully.

If the screenshots in issue 13 on Silicon Graphics are anything to go by, this console will blow all others out of the water, and leave them drowning in its wake with a vastly superior processor and mind-boggling graphics. I am, however, unclear on a) how they're going to keep the price down, and b) whether everyone will have to buy a high-definition TV to use it.

Yours faithfully,
Paul Crouch, London.

Project Reality is, er, reality all right. It *is* only a project, though, and it isn't certain whether anything play-with-able will come of it. We will, of course, keep you posted.

'BRAINLESS THUGS'

I would like to complain about the *Super Slap Shot* review in issue 13. At the beginning, Sue said that she hated ice-hockey players. I, being a very keen player, and enjoying your magazine a lot, naturally felt a bit peeved.

As I read on, she then said that she liked it when we check (or 'slam', to her) each other into the boards. To me that sounded like we're brainless thugs. We're not like that (unless you play for Auchenharvie Penguins).

One more thing: it doesn't hurt. You have padding on.

Yours forgivingly,
Alasdair McLean, Cumbernauld.

(Can't take a joke, eh? – Sue.)

THE SUPER PLAY INTERESTING-O-METER

Your at-a-glance guide to the topics causing a stir, and the ones which leave the teaspoon lying in the saucer. Follow it carefully.

HOT

- Reader inventions
- Christmas
- Game music

NOT

- The gore in *Mortal Kombat*
- Cute characters
- Price wars

'GETTING A FEW'

In issue 10, Bryan Davies wrote in to Daydreaming and suggested a new game called *Mario Fighting*. Well, it actually exists – it's called *Mario Fighter III*. I saw it while visiting Singapore last year. You're able to control Mario, Luigi, Guile and Chun Li. Although it's not an official, licensed product, it *is* kind of interesting in a crap sort of way.

Also, in issue 10, on page 23, you had a section on the Top 5 Tackiest Games. One of the games shown was *Home Improvement*. You said that if the show was anything like the game, we could sleep soundly in its absence.

Well, I'd just like to tell you that we receive this show in Australia and it's an extremely good quality and hilarious programme. Perhaps you could talk to one of your TV networks about getting a few episodes of *Home Improvement*, because I can guarantee that you'd like it.

Dean Richardson, Perth, Western Australia.

We're pleased to hear that irony is alive and well in Australia.

'BAD'

Hi! I live in Oslo, Norway, and bought a Super Nintendo last January (the Scandinavian PAL version). The SNES was the biggest-selling Christmas present here at a bargain price of 1,760 Kroner (about £176). While all you British players are complaining about the price of games over there, spare a thought for us.

Prices start at Kr400 (£40), but the popular titles are priced higher than this. For example, *Super Soccer* cost me Kr598 (£60). Games such as *Pilot Wings* or *Starwing* cost Kr798 (£80). To top it all, *Castlevania IV*, *Mickey's Magical Quest* and the popular *Street Fighter II* cost an incredible Kr898 (£90). So the British prices aren't that bad after all!

My dad, who lives in England, managed to buy the Super Nintendo plus *Street Fighter II* package a few months ago for just £100, and let me have the game. I also have a machine to use when I visit him in England for the same price it would have cost me to buy just the game over here.

I've found it's cheaper to buy my games from the UK by mail order than to buy them over here directly. I bought *Super Mario Kart* this way. It cost me £35, including postage. If I'd bought it over here it would have cost Kr598 (£60). All the games are PAL versions. Nintendo UK told us you couldn't use UK PAL games on Scandinavian PAL machines, but of course you can. They said there were three types of PAL that weren't compatible!

There is one shop selling US imports in Oslo, but even there the games aren't that cheap. I bought *Turtles In Time* from there for just Kr545, but reckon I could have bought it cheaper in England. The adaptor cost me Kr245 (£24.50). I believe these only cost about £10 in England.

I subscribe to *Super Play* for, although I can buy it over here at the computer shop in town, it works out cheaper for me to have it posted from the UK every month (and it's a lot less hassle). *Super Play* costs Kr49.50 a copy here (about £5).

From,
Marc Dudley, Oslo, Norway.

That just seems to confirm that age-old dictum: don't live in Norway.

'I RECENTLY SWAPPED'

With regard to the rating you gave *RPM Racing* in What Cart?, 58%, what kind of mark is that? That's less than *WWF Wrestlemania*! I recently swapped

What a talented lot you are...

ENVELOPE ART!

Have a look at this bunch of reader art – isn't it great? Think you can you do any better? Then why don't you pick your favourite characters and have a go at drawing them? Don't forget, though, that you'll only win a T-shirt if you've decorated an envelope, preferably one with a letter or some tips in it, so don't just send in bits of paper. The address to send it to is: Envelope Art, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

Above: Anime art by Manchunian Mark Carmichael.
Right: SP12 cover, as drawn by Christian Booth!
Below: Nicholas Dry of Hants sent us this brilliant drawing.

Looks like there's a character from just about every Super Nintendo game on this brilliant envelope, sent in by Mark Lyall of Sheffield.

T-SHIRT WINNER!

Nadia – lovingly, and elegantly, drawn by Tyrone Theophile from London. And it's certainly a winner!

the annoyingly crap *Bubsy* for *RPM Racing* and I'm well pleased. The thing that annoys me is that you gave *Rock 'N' Roll Racing* 88%, but it's just a souped-up *RPM*. Maybe if Cam Winstanley reviewed *RPM*, he may find it excellent.

On top of the great main game, it has a simultaneous two-player mode, a track designer, and a shop to customise your car. Sorry about going on so much, but I think it's a terrible injustice to an excellent game. Please give *RPM* a second chance to show everyone what they're missing.

Yours faithfully,
Bryn Philips, Formby.

We checked, and *RPM Racing*'s a fun little game. But it hasn't got much in the way of military hardware (Cam's a big fan of military hardware), and there's no rock music (Cam does like his rock music). Gone, too, is the great commentary, the wide range of vehicles you can control, the atmospheric scenery and the slick scrolling. And what's with those flickery graphics? 58% seems fair, we reckon.

'FEEL LIKE A NEWLY-BUILT CYBORG'

Flexi is something new, something very new and different. Yes. We think that's the right word for it – different. You see, what Flexi virtually does is introduce the term 'fashion' into the world of video gaming.

There is no real point to Flexi. It's not meant to be serious, but what it is, is brilliant! It looks brilliant, it feels brilliant, it's just completely brilliant. When you put your Flexi on, you suddenly feel like part of your Super Nintendo. The Super NES hangs firmly, but surprisingly comfortably, against your thigh. You then see wires hanging down from the SNES, running down your leg to the floor. You feel like a newly built cyborg!

We are selling Flexi, and readers can order a unit if they send their name and address (no money yet) to: Neil Davidson, 23 Trevaunace Road, St Agnes, Truro, Cornwall TR5 0SF. By ordering, they will be one of the first to receive a Flexi, if all goes to plan. We guess we should be able to sell Flexi for between £5 and £10.

Ziche Makukula and Neil Davidson, Truro.

This is just an extract from the boys' extensive documentation. We tested the Flexi (modelled over the page by James Blackwell, our brand new Art Assistant) thoroughly, and it performed as promised. However, we were a little concerned that, when you press the eject button on your SNES, the cart shoots out and the SNES falls on the floor. Ziche and Neil also drew attention to the blue marks Flexi can leave on your machine, although they hope this problem will be eliminated in production models.

KINDLY LEAVE THE STAGE

If you fancy a bit of a laugh... then you're reading the wrong section. Doesn't *anyone* know any *good* jokes?

Win a T-shirt!
(If your joke scores at least 5/10.): Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

Q. Why is the Super FX chip dangerous?
A. Because it uses RISC technology.
Luís Coelho.
0/10

Chef: You can't play *Mario* in here!
Waiter: But you said it was a games room.
Chef: Nay, lad, I said 'Soup urn in t'end o'room'.
Mick Hamilton, New Romney.
-6/10

'A SAD PIECE OF FICTION'

Why, oh why did you go to all the trouble of writing, printing and publishing a complete guide to *SFII Turbo* and then, after obviously having played the game, proceed to fabricate the commands necessary to execute Ryu, Ken, Zangief, Dhalsim and Sagat's special moves?

This guide has proved not only to be a waste of your time to write, but also a waste of your readers' time to read, which is a bit of a shame as without the mistakes this would have been THE definitive guide to *SFII Turbo*. But as it stands it's just a sad piece of fiction. This is the only complaint I have ever had of your magazine, as it is without a doubt the best SNES mag on the market and I never condescend to buy any of the others as they just don't cut the mustard.

Yours still a big fan,
David Cooper, Angus.
Oh no! What have we done?

'HIGHLIGHTS'

...this Hong Kong manga mag I bought in China Town in London tells you that Chun Li's real dad is dead and M Bison stole his wife so in this case M Bison is Chun Li's step-father and... (*Snip! – Ed.*)
Lap Lee, Hastled.

Do it, man, do it!!!
Yours sincerely,
Ihsan Alnasrawi, Bradford.
Erk.

I hope *Super Play* is still going strong back in Britain. I miss its informative and up-to-date style after suffering the extremely lightweight console magazines here.
Tom Kinnersly Saitama, Japan.
Lightweight? Uninformative? The Japanese console magazines we've seen make the *Sunday Times* look like sheet of toilet tissue.

Here are the Action Replay codes for the *Prince Of Persia* problem in issue 13's Play Back: 7E0476FF, 7E047022, 7E05080F. Flip the switch when you die to get back up with full energy, no matter how far you've fallen.
Kenny Pickering, Troon.
Exciting! Who's going to try it, then, and let us know what's down there?

I am writing to you... etc.
Just About Everyone, The World.
Oh really? We wondered exactly what this bit of paper with squiggly stuff all over it was. For pity's sake...

Whatever people say, I think your mag is the best that money can buy.
Steven Dowden, Southampton.
Huh? What've they been saying?

Size: large.
Abdullah Baazab, Anfield.
Crikey.

'SORRY'

I am writing to apologise for my previous letter slagging off your *SFII Turbo* player's guide. Obviously I am a total prat for not reading the punctuation properly, so now I have no complaints at all about your magazine. Sorry guys.
Yours apologetically,
David Cooper, Angus.
Phew.

'TOO BUSY SLAVERING'

Having just finished reading the general coverage and review of *Mortal Kombat* in issue 11, I've come to the conclusion that you're guilty of *SFII Turbo* bias, and didn't give the game proper consideration, being too busy slavering over the Capcom entry.

I'm not a slavish fan of the game, and I consider *SFII* (in all its incarnations) the better of the two fighting games. And lord knows I'm desperate for my back-ordered copy of *SFII Turbo* to arrive. But *Mortal Kombat* deserves to be placed in the number two slot for some very good reasons.

1) It's very quick, even quicker than the arcade version and, considering the SNES's so-called processor, this is a real feat. Fights rarely last more than 10 seconds if you're serious about damaging your opponent. This sheer tempo puts you in a fighting mood, as the game's fast-track approach spins you along to the next encounter. Also, all the moves, including the specials, are easier to access, and once learnt give you a more intuitive combat game that allows for more fun than the 'broken wrist, numb thumbs' school.

2) While lacking the deep strategy of *SFII* games, it does have its own style, and the planning of various moves and how to execute them does come into play. I doubt that the *Super Play* team breezed through the game on its hardest setting. No. I've played it long enough to know it isn't that easy.

3) It's satisfying in its own right. The novelty of manipulating real people adds real intensity to the game, due to what I call 'character bonding'. It takes much longer to identify with the *SFII* type of game due to the sheer fantasy of the drawn characters who have only become real due to the related hype.

4) After the initial energy surge has worn off, and you no longer find yourself glued to your screen for hours playing the game, you'll still find yourself slotting it in for a quick workout – much more, in fact, than *SFII* and its derivatives. It is, to my mind, a shoot-'em-up type of beat-'em-up, where the sheer intensity can be satisfying in limited amounts or great amounts simply depending on your mood. In the same way I might play, say, *Thunderforce IV* for a short time, just for the rush, and be quite happy about it, I'll play *Mortal Kombat*. It's a very good game to plunk into your mecha after a hard day. Simply wail away on some hapless victims for 20 minutes or so and the rotten day doesn't seem so bad after all.
Yours sincerely,
Peter Brodie, Cronulla, Australia.
That's odd. We thought...

'AFTER ALL I SAID'

Yeah, me again. Re *Mortal Kombat*, I have to report that I've found a way to go right through the game, even on Very Hard mode. Pick Liu Kang and chuck fireballs, with the occasional low punch thrown in. After all I said, too. I feel like a right twonk. A bit p***ed off as well. Luckily, my copy of *SFII Turbo* just came in. Sigh. At least that'll give me a challenge.
Yakaboo,
Peter Brodie, Cronulla, Australia.
Thought so. Or you could choose Scorpion and just keep using his harpoon. Still, you're right in a way – *Mortal Kombat*'s good fun to play every once in a while. Is it worth £60, though?

WRITE, IN!

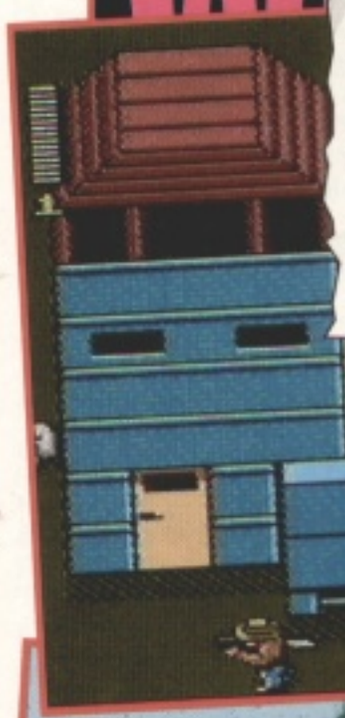
You've seen what everyone else has to say, and we've got to say in return. And now it's your turn! Everything printed wins a *Super Play* pen! It's great! Write to:
PLAY BACK, SUPER PLAY, 30 MONMOUTH STREET, BATH BA1 2BW.

GAME NINTENDO ZONE

new look!

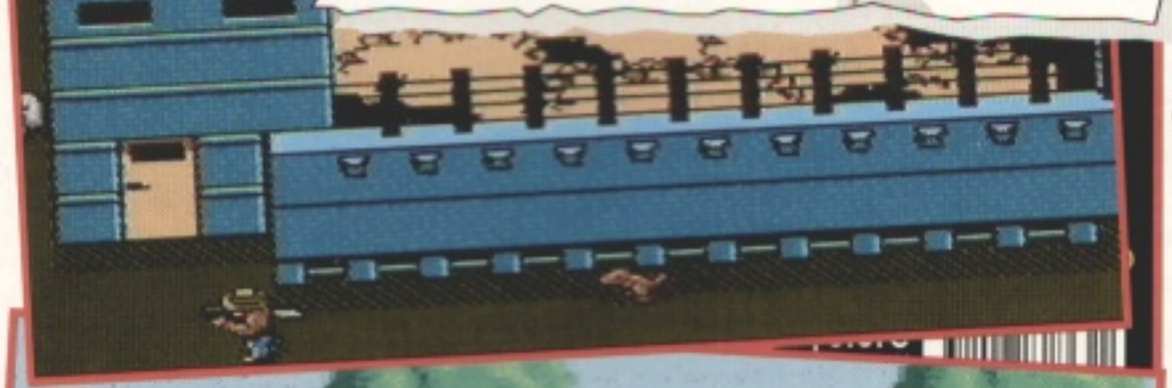
100% Unofficial

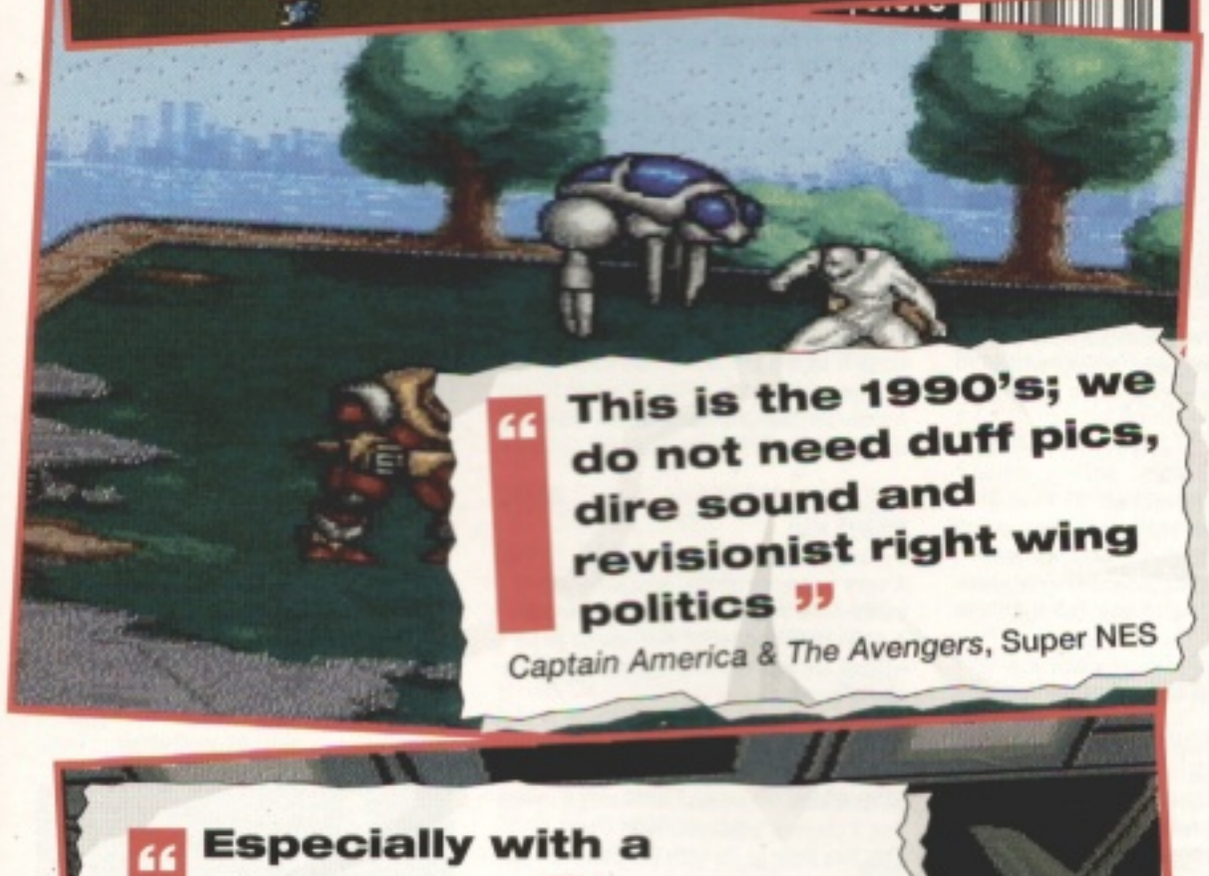
it's the game of



"You may kill me, but you'll never silence my praises for the game. Never mind the problems, it's tap-dancingly good fun to play. Arrgh. (Dies)."

Jurassic Park, NES



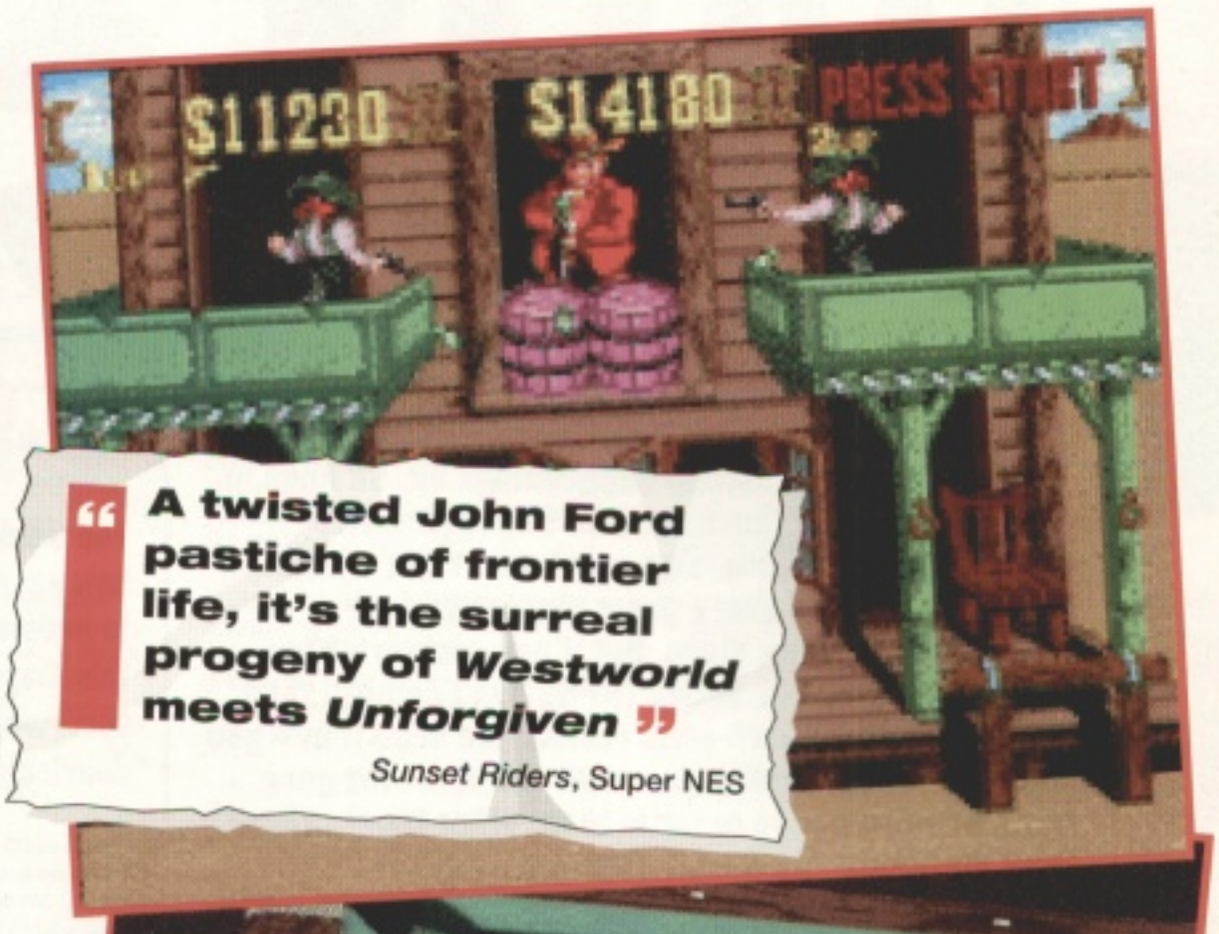


"This is the 1990's; we do not need duff pics, dire sound and revisionist right wing politics"

Captain America & The Avengers, Super NES

"Especially with a stubbed toe"

Wing Commander Secret Missions, Super NES

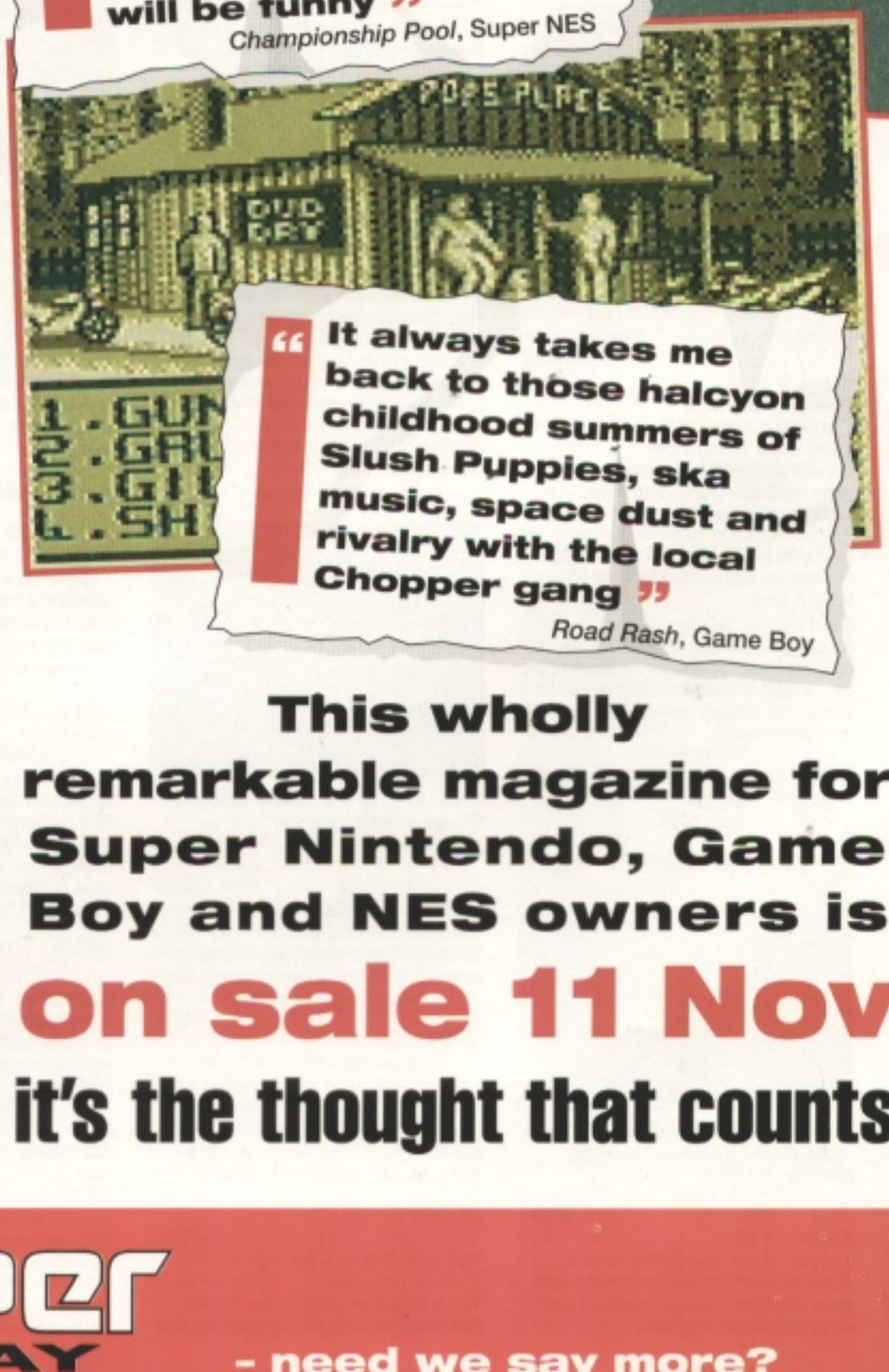


"A twisted John Ford pastiche of frontier life, it's the surreal progeny of *Westworld* meets *Unforgiven*"

Sunset Riders, Super NES

"Press L, R, B, A and START together and you'll achieve world peace, England will qualify for the world cup and BBC sitcoms will be funny"

Championship Pool, Super NES



"It always takes me back to those halcyon childhood summers of Slush Puppies, ska music, space dust and rivalry with the local Chopper gang"

Road Rash, Game Boy

This wholly remarkable magazine for Super Nintendo, Game Boy and NES owners is

on sale 11 Nov

it's the thought that counts

from the makers of SUPER PLAY - need we say more?

WHAT CART?

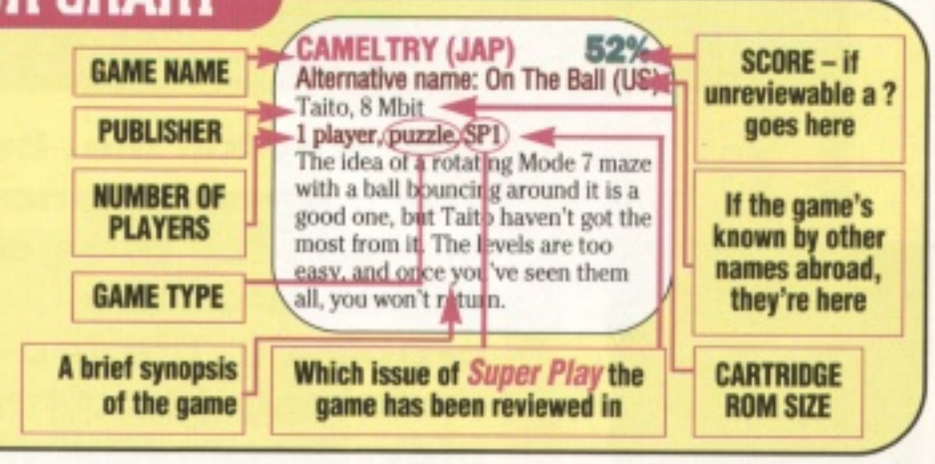
SUPER PLAY'S GAME LIBRARY

Welcome once again to What Cart?, *Super Play*'s absolutely huge listings bit. So huge in fact, that there are 339 Super Nintendo games mentioned here. Yep, you heard right – *339*.

We've included every game that we've ever reviewed, plus a few more. But if you reckon we've missed any from our listing (RPGs don't count!), then write us a What Cart?-style review and send it in – you might even get a stylish *Super Play* T-shirt for your trouble. The address to write to is: What Cart?, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

KEY TO YOUR CHART

You wouldn't believe how easy *What Cart?* is to understand. Perhaps this diagram might go some way towards convincing you, though:


GAME NAME
PUBLISHER
NUMBER OF PLAYERS
GAME TYPE
A brief synopsis of the game
Which issue of Super Play the game has been reviewed in
CARTRIDGE ROM SIZE
If the game's known by other names abroad, they're here
SCORE – if unreviewable a ? goes here
CAMELTRY (JAP) 52%
Alternative name: On The Ball (US)
Taito, 8 Mbit
1 player, puzzle, SP1
The idea of a rotating Mode 7 maze with a ball bouncing around it is a good one, but Taito haven't got the most from it. The levels are too easy, and once you've seen them all, you won't return.

ACROBAT MISSION (JAP) 38%
Teichiku, 8 Mbit
1 player, shoot-'em-up, SP2
A despicably feeble vertical scrolling blaster. To be avoided.

ACTION PACHIO (JAP) 42%
Coconuts Japan, 8 Mbit
1 player, platform, SP9
A crap, slow, *Sonic* lookalike that barely manages to crawl along. This is really boring stuff.

ACTRAISER (JAP/US/UK) 90%
Enix/Quintet, 6/8 Mbit + BB
1 player, action/RPG, SP2
A brilliant combination of strategy and platform action. Graphically great, and the music's brilliant, but make sure you buy the UK or US version.

THE ADDAMS FAMILY (JAP/US/UK) 82%
Ocean, 8 Mbit
1 player, platform, SP1
A polished and enjoyable romp, with adventure, puzzle and shoot-'em-up bits. Challenging and frustrating in places, but the inclusion of passwords allows quick completion.

THE ADDAMS FAMILY IN: PUGSLEY'S SCAVENGER HUNT (US/UK) 90%
Ocean, 8 Mbit
1 player, platform, SP7
The second *Addams Family* platform game, and it's even better than the first. It's well designed, huge, challenging, gorgeous-looking and great fun to play. Highly recommended.

AEROBIZ (US) 69%
Alternative name: Air Manager (JAP)
Koei, 8 Mbit
1 to 4 players, strategy, SP7
An airport management sim that has its moments, but is basically too serious for its own good. Well presented, but there's not enough here to hold your interest for long.

AERO THE ACROBAT (UK) 84%
Marubeni, 8 Mbit
1 player, platform, SP13

Simple but effective graphics, and huge levels, make for a fun and batty (*Er... groan? – Ed.*) game.

ALIEN³ (US/UK) 84%
Acclaim, 8 Mbit
1 player, shoot-'em-up, SP9
Accurate platform film conversion with great graphics, fabulous weapons and some nice music. Big, too.

ALIENS VS PREDATOR (JAP) 28%
IGS, 8 Mbit
1 or 2 players, beat-'em-up, SP6
An unoriginal beat-'em-up, with a neat central concept, but dire gameplay and no explanation of the plot. Avoid.

AMERICAN GLADIATORS (US) 16%
Gametek, 8 Mbit
1 to 16 players, sport, SP10
Oh dear. A *very* sad attempt at reproducing the tacky-but-appealing gameshow. Avoid.

ANOTHER WORLD (UK) 81%
Alternative names: Outer World (JAP), Out Of This World (US)
Interplay, 8 Mbit
1 player, platform, SP1
The graphics are superb, the action is varied, and there are lots of great cinema-style close-ups – a true original. Too short, however.

ARCANA (US) 65%
Alternative name: Card Master (JAP)
HAL, 8 Mbit + BB
1 player, RPG
An RPG based around a 3D perspective (like *Dungeon Master*) sounds good, but proves plodding – the combat scenes are long and drawn out. Graphically it's not bad, and the music is well done, but it's only really for die-hard RPG fans.

ARCUS ODYSSEY (US) 57%
Renovation, 12 Mbit
1 or 2 players, shoot-'em-up, SP13

Is it an RPG? Or is it a shoot-'em-up? There's so little gameplay here, we decided we didn't care.

ASTERIX (UK) 70%
Infogrames, 4 Mbit
1 or 2 players, platform, SP11
Although it ain't exactly an original concept, it's bright and cheerful to play.

ASTRAL BOUT (JAP) 40%
A-Wave, 8 Mbit
1 or 2 players, sport
A wrestling/fighting game, and not a good one. Graphically not a complete disaster, but the sprite collision and playability are ropy. When you think you could buy *SFII*, what's the point?

AUGUSTA MASTERS 3D GOLF (JAP) 79%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport
The first 3D golf game on the Super Famicom, and still good despite Jap text. Graphically it's a mixture of bit-maps and polygons, and it works well.

AXELAY (JAP/US/UK) 85%
Konami, 8 Mbit
1 player, shoot-'em-up, SP2
So *Axelay*'s a bit thin gameplay-wise. But – ooh! – those graphics! They may be the most impressive ever! There're some fab baddies, too, and it alternates between neat horizontal and vertical scrolling.

BART'S NIGHTMARE (JAP/US/UK) 86%
Acclaim, 8 Mbit
1 player, action, SP1
The formula may not sound promising – lots of little sub-games rather than one big one – but this is absolutely superb, and very weird. Wonderful graphics and lots of humour, and it's challenging.

BATMAN RETURNS (JAP/US) 87%
Konami, 8 Mbit
1 player, beat-'em-up, SP7
A straightforward, but beautifully-put-together, scrolling beat-'em-up, which captures the mood of the film perfectly.

BATTLEBLAZE (JAP/US) 42%
Sammy Corp, 8 Mbit
1 or 2 players, beat-'em-up
An awkward game that's nowhere near as good as its contemporaries (*Street Fighter II* and *Ranma 1/2*). The graphics are okay, the sound's okay, but the gameplay's dire. There's quite a reasonable range of moves, but you could do so much better.

BATTLE CLASH (US/UK) 48%
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP3
This is the first stand-alone game released for the Super Scope. A shame that it's short lived and awful. Cheaper than your average import, though.

BATTLE GRAND PRIX (JAP/US) 56%
Naxat, 8 Mbit
1 or 2 players, driving
Remember *Super Sprint*, the coin-op? Well, imagine a version of it (ie an overhead-view driving game) where you can only see a tiny area of the track, and have to rely on signals to warn you of corners. It's 'challenging'.

BATTLETOADS IN BATTLEMANIACS (US) 80%
Trade West, 8 Mbit
1 or 2 players, beat-'em-up, SP11
Loads of fighting moves and great animation make for a varied and fun beat-'em-up.

BEST OF THE BEST (US/UK) 50%
Alternative name: Super Kick Boxing (JAP)
Electro Brain, 8 Mbit
1 or 2 players, beat-'em-up, SP5
Let's be honest: this is a kick boxing game, not a karate one. Treated as such it gets the job done okay. But, as with any game that comes within a mile of the word 'boxing', it gets boring fast.

BIG RUN (JAP) 34%
Jaleco, 8 Mbit
1 player, driving
After a promising start, the abysmal graphics and virtually non-existent gameplay make for what is surely the worst driving game on the system. (Nothing like the original coin-op.)

BILL LAIMBEER'S COMBAT BASKETBALL (US) 26%
Hudson Soft, 4 Mbit
1 or 2 players, sport
Originally an Amiga game called *Future Basketball*, this plodding *Speedball* clone is a unusually poor release from Hudson Soft.

BIO METAL (JAP) 71%
Athena, 8 Mbit
1 player, shoot-'em-up, SP8
As long as it's played on the 'Hard' setting this is a good, solid shoot-'em-up, only marred by slight slow-down and a lack of originality.

BIRDIE TRY (JAP) 28%
Toho, 8 Mbit
1 player, sport
A truly terrible golf game with a truly appalling Mode 7 course. Avoid.

BLAZEON (JAP/US) 42%
Atlus, 8 Mbit
1 player, shoot-'em-up
A very tacky horizontal scroller with anime-style robots in. It's different, but it's so crude and jerky. Not one to go for – there are lots of much better shoot-'em-ups around.

THE BLUES BROTHERS (JAP/US) 68%
Titus, 4 Mbit
1 or 2 players, platform, SP7
This has little to do with the film (except that it's got Jake and Elwood in), or the Amiga original. It's okay (quite nice, in fact), but doesn't match up to *Mario* etc.

BOB (US/UK) 54%
Electronic Arts, 8 Mbit
1 player, platform, SP8
Oh dear. Platform games aren't really EA's forte, and on this nondescript, awkward-to-control, and very average looking release, it shows.

BOMBUZAL (JAP) 48%
Alternative name: Ka-Blooey (US)
Kemco, 4 Mbit
1 player, puzzle
Clear bombs from mazes of tiles by setting off chain reactions, without getting blown up. The levels are well designed and it takes skill to negotiate them, but the graphics are dreary, and the game's boring.

BRASS BOSS (JAP) 56%
Alternative name: Doomsday Warrior (US)
Lazersoft, 8 Mbit
1 or 2 players, beat-'em-up, SP4
Another *Street Fighter II* wannabe that doesn't make the grade. The graphics are okay, and it plays okay, but *SFII* is so much better.

BUBSY IN: CLAWS ENCOUNTERS OF THE FURRED KIND (US) 77%
Accolade, 16 Mbit
1 player, platform, SP10
Despite the hype, this is no *Mario* or *Sonic*. Still, on its own terms it's a very playable platform game.

BULLS VS BLAZERS (JAP/US) 83%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP5
A good, solid basketball game with the emphasis on accuracy and detail at the expense of slick graphics. Challenging.

CACOMA KNIGHT (JAP/US) 36%
Datam, 4 Mbit
1 or 2 players, puzzle, SP4
A tedious variant of *Painter*, the ancient coin-op. It does its best to brighten up things with some special backdrops, but even they're not good enough to save it.

CALIFORNIA GAMES II (JAP/US) 22%
DTMC, 8 Mbit
1 or 2 players, sport, SP7
A crap multi-event sports 'sim', with ridiculous games, poor graphics, and little to actually do.

CAL RIPKIN JR BASEBALL (US/UK) 70%
Mindscape, 8 Mbit
1 or 2 players, sport, SP7
A serviceable baseball game, with no real flaws, but *Pro League '93* is better.

CAPTAIN AMERICA (UK) 30%
Mindscape, 8 Mbit
1 or 2 players, beat-'em-up, SP13

A crap conversion of a crap coin-op.

CAPTAIN TSUBASU 3 (JAP) ?%
Tecmo, 8 Mbit + BB
1 or 2 players, sport
A football management game, based on a Jap comic hero! Dynamic match highlights, but unless you can read Japanese, and have tons of patience, stay away. Impossible to judge.

CAVEMAN NINJA 2 (JAP) 58%
Data East, 8 Mbit
1 player, platform, SP5
The sequel to *Joe & Mac* (sort of), reasonably playable, and offers a fair amount of long-term challenge. There are hundreds of better games around.

CB WARS (JAP) ?%
Banpresto, 8 Mbit
1 or 2 players, action/RPG
Strange anime scroll-along-and-whack-

nasties-type of game. RPG elements and lots of Japanese text make this a poor choice. Impossible to judge.

CHAMPIONSHIP POOL (UK) 78%
Mindscape, 8Mbit
1 player, sport, SP13

If you *really* want to play pool on your SNES, then this is the game to go for.

CHESSMASTER (US/UK) 55%
Mindscape, 4 Mbit
1 or 2 players, board, SP7
It *does* play chess. (It can beat us.) The rest of it's rubbish though, with terrible sound and a sad options menu being particular 'high' points.

CHESTER CHEETAH (JAP/US) 58%
Kaneko, 8 Mbit
1 player, platform, SP6
Bright, colourful platform game, based on Cheetos' (American cheese snack) advertising critter – good for younger players, but it lacks challenge.

CHUCK ROCK (US) 61%
Sony Imagesoft, 8 Mbit
1 player, platform, SP4
A well put together Stone Age platform game, with lots of imagination and fun touches, but it's all a bit bland and dull.

CLAYMATES (US/UK) 79%
Interplay, 8 Mbit
1 player, platform, SP12
Innovative (some of the sprites are animated clay figures) and fun to play. But it's too easy to finish.

CLUE (US) 46%
Parker Brothers, 4 Mbit
1 to 6 players, board, SP7
A board game conversion that does its job (playing *Cluedo*) okay, but offers nothing extra. Expensive for what it is.

COMBATRIBES (JAP/US) 57%
Technos, 12 Mbit
1 or 2 players, beat-'em-up
A very dull game that makes absolutely no attempt to save itself with any pick-upable weapons or interesting levels.

COOL WORLD (US/UK) 52%
Ocean, 8 Mbit
1 player, action, SP8
Gorgeous graphics, and fairly true to the film, but there's hardly any gameplay hidden beneath the flash – a shame, after the excellent *Pugsley*.

COSMO GANG (JAP) 70%
Namco, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
A *Galaga*-style shoot-'em-up that doesn't match up to the ancient coin-op in the gameplay stakes. A fun two-player mode, and some lovely graphics and sound, but spoilt by infinite continues.

COSMO GANG: THE PUZZLE (JAP) 58%
Namcot, 4 Mbit
1 or 2 players, puzzle, SP7
The *Galaga*-lookalikes return in a colourful, *Tetris*-inspired puzzle game. There's some decent strategy here, but it won't hold your interest for long.

CYBERNATOR (US) 91%
Alternative name: Assault Suits Valken (JAP)
NCS Masiya, 8 Mbit
1 player, shoot-'em-up, SP5
The (imaginary) principle of assault suits is a fab basis for a game, but, oddly, this is the first to properly use it. A brilliant (very Japanese) shoot-'em-up, dripping with high technology and boasting some great explosions.

DARIUS TWIN (JAP/US) 74%
Taito, 8 Mbit
1 or 2 players, shoot-'em-up
Lacking in levels for a *Darius* game – but this isn't all bad. Good graphics, okay sound and not too much slow-down make it a reasonable buy, though it's not challenging in the first few levels.

DAVID CRANE'S AMAZING TENNIS (JAP/US) 80%
Absolute Entertainment, 8 Mbit
1 or 2 players, sport, SP3
This *looks* like the best tennis game yet. The 3D perspective works well – till you take control of a player at the other end. A restricted viewpoint makes it hard to serve and return – a split screen would have been better. *Super Tennis* still rules.

DEAD DANCE (JAP) 78%
Alternative name: Tuff E Nuff (US)
Jaleco, 16 Mbit
1 or 2 players, beat-'em-up, SP8
Another pretender to *Street Fighter II*'s best beat-'em-up title, and – with oodles of moves and well-balanced gameplay – probably the closest yet.

DESERT STRIKE (JAP/US/UK) 90%
Electronic Arts, 8 Mbit
1 player, shoot-'em-up, SP4
An addictive chopper-based shoot-'em-up with helicopteriness pouring out of it. Just like flying round a desert blowing things up with missiles (only not so hot and sandy).

DEVIL'S COURSE (JAP) 80%
T&E Soft, 8 Mbit
1 to 4 players, sport, SP8
This looks like ordinary golf, till you realise how wild the (totally made up) courses are. Fun, but not very serious.

D FORCE (JAP/US) 22%
Asmik, 8 Mbit
1 player, shoot-'em-up
A crap blaster with maybe the worst graphics, sound and playability on the SNES. Mode 7 makes the useless visuals look blocky. Awful sound, too.

DINOSAURS (JAP) 83%
Alternative name: Dino City (US)
Irem, 8 Mbit
1 player, platform, SP1
One of our fave platform games, this has fab graphics, cute characters and plenty of amusing bits. But it's too easy to finish. We love it anyway, though.

DIRTY CHALLENGER (JAP) 34%
Yutaka, 8 Mbit
1 or 2 players, sport
Yet another dire wrestling game. This time it includes some very dubious 'grapples' – you could be mistaken for thinking it was all a bit, well, dirty.

DORAEMON: WORLD OF FAIRIES (JAP) 56%
Epoch, 8 Mbit
1 player, platform, SP10
Cute(ish), but full of Japanese text, and we still can't find much of a game here.

DRACULA KID (JAP) 82%
Naxat, 8 Mbit + BB
1 player, arcade adventure, SP10
An imaginative and very cute adventure game. If you liked *Legend Of The Mystical Ninja*, you'll just love this.

DRAGON BALL Z (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
The original Jap *Dragon Ball* anime series appeared on the 8-bit Famicom, but this new version is the first one available for the Super Famicom. An RPG with combat scenes and loads of Jap text. Very 8-bit in look. Impossible to judge.

DRAGON BALL Z (JAP) 73%
Bandai, 16 Mbit
1 or 2 players, beat-'em-up, SP8
An original beat-'em-up, with lots of special moves, fabulous anime graphics, and very *weird* presentation. As it has specialist appeal, it's unlikely to get a UK release.

DRAGON'S LAIR (US/UK) 82%
Elite, 4 Mbit
1 player, platform, SP1
Looks gorgeous, plays well and is far better than the straight conversion of the coin-op on other machines. But the frustrating difficulty level hides a game that's not as long as it could be.

DRAGON QUEST V (JAP) ?%
Enix, 12 Mbit + BB
1 player, RPG
The biggest selling game in Japan is a sprawling RPG with loads of Japanese text, to be translated for a US release this year in the *Dragon Warrior* series. Primitive graphics, and very Japanese.

DRAKKHEN (JAP/US/UK) 64%
Kemco, 8 Mbit + BB
1 player, RPG, SP4
Based on a French 16-bit computer RPG adventure, this has okay graphics but an awful combat system. Most people will find this a real bore, but if you *are* tempted, get the US or UK version.

DUNGEON MASTER (US) 88%
JVC, 8 Mbit + BB + DSP
1 player, RPG, SP12
A true classic of a game. It's inventive, chock full of detail and a joy to play.

EARTHLIGHT (JAP) ?%
Hudson Soft, 8 Mbit + BB
1 player, strategy
Based on a popular PC Engine game called *Nectaris*, this is an interplanetary space strategy affair, but there's enough Japanese in here to make it tricky to work out. Avoid. Impossible to judge.

ELFARIA (JAP) ?%
Hudson Soft, 12 Mbit + BB
1 player, RPG
Great character graphics make this game more appealing than most, but the heavy use of Japanese text may cause major problems. Impossible to judge.

EVIL SWORD (JAP) 55%
Datam Polystar, 8 Mbit
1 player, platform, SP7
A colourful, bizarre, very Japanese and crap slice-'em-up, with a girl running about swiping things with her sword.

EVO: SEARCH FOR EDEN (US) 47%
Enix, 12 Mbit + BB
1 player, shoot-'em-up, SP13

The idea of an evolution game is great, but this sadly fails to impress.

EXHAUST HEAT II (JAP) 83%
Seta, 8 Mbit + BB
1 player, driving, SP8
With more tracks than the original game, lovely parallax scrolling, and plenty of speed, this is great fun – like a more realistic *F-Zero*. No two-player mode though, and some juddering.

EXTRA INNINGS (US) 64%
Alternative name: Ganba League Baseball (JAP)
Sony Imagesoft, 8 Mbit + BB
1 or 2 players, sport, SP2
Baseball's tricky to translate well to a games machine, but this makes a good job of it, with cute characters and slick action. The sequel, *Pro Baseball League '93*, is even better.

F-1 EXHAUST HEAT (JAP/UK) 69%
Alternative name: F1 ROC (US)
Ocean/Seta, 8 Mbit + BB
1 player, driving, SP2
Your car's a bit small, and you don't get much warning of corners. But at least you get a 3D view of the track. Not our fave game, but some people love it.

F1 GRAND PRIX PART II (JAP) 52%
Video System, 12 Mbit
1 player, driving, SP8
A difficult overhead view driving game – only really any fun if you persevere.

FACEBALL 2000 (JAP/US) 54%
Bullet-Proof Software, 4 Mbit
1 or 2 players, shoot-'em-up, SP3
On the Game Boy this 3D maze shoot-'em-up is good fun, but the SNES conversion suffers badly. Slow, jerky 3D, and confusing with two players. Poor.

FAMILY DOG (US/UK) 39%
THQ, 8 Mbit
1 player, platform, SP9
Based on an obscure American cartoon, this *Home Alone*-alike is funny in places, but the gameplay is a real dog.

THE FANG OF EDO (JAP) 49%
Micro World, 8 Mbit
1 player, action, SP9
Odd scrolling slash-'em-up looks okay (when it's not slowing down), but lacks interesting action.

FATAL FURY (JAP/US) 76%
Takara, 12 Mbit
1 or 2 players, beat-'em-up, SP4
One of a growing number of *Street Fighter II* lookalikes. Looks okay, plays fine (though the controls are very awkward), and worth considering.

FINAL FANTASY II (US) 86%
Alternative name: Final Fantasy IV (JAP)
Square Soft, 8 Mbit + BB
1 player, RPG
In Japan this is the fourth in a popular series. This is the first version for the Super Nintendo, and while it's graphically basic, the lovely music and the involved quest lift it way above lesser RPGs.

FINAL FANTASY V (JAP) ?%
Square Soft, 16 Mbit + BB
1 player, RPG
A huge-selling RPG which is to be translated and retitled *Final Fantasy III* in the States. Buy that one, when it appears, unless you're fluent in Japanese. Impossible to judge.

FINAL FANTASY: MYSTIC QUEST (US) 79%
Square Soft, 4 Mbit + BB
1 player, RPG, SP3
A spin-off younger player's version of the popular *Final Fantasy* RPG series that's a fun and involving quest for role-playing beginners. It's also cheaper than most releases.

FINAL FIGHT (JAP/US/UK) 86%
Capcom, 8 Mbit
1 player, beat-'em-up, SP1
The best walking-along-beating-people-up game on the Super Nintendo. Brilliant graphics, varied opposition and great moves. But it lacks a two-player mode, and so gets dull.

FINAL FIGHT 2 (JAP) 75%
Capcom, 10 Mbit
1 or 2 players, beat-'em-up, SP10
Lovely graphics, a much-needed two-player mode, some good tricky bits, and slightly more depth than it first appears, make this probably the best scrolling beat-'em-up yet, but it's still very easy.

FINAL FIGHT GUY (JAP) 83%
Capcom, 8 Mbit
1 player, beat-'em-up
A pointless new version of *Final Fight*, where the best character, Cody, is replaced by Guy. A poor game-music CD is included. It's easier than the original.

FIRE DODGEBALL (JAP) 45%
Sunsoft, 8 Mbit
1 or 2 players, sport
A cute, anime version of an extremely weird game (see *SD Dodgeball*). The graphics are good, but the game itself is too simple to be particularly rewarding.

FIRST SAMURAI (UK) 80%
Kemco, 8 Mbit
1 player, platform, SP11
A good conversion of the Amiga classic, with wacky sound effects and loads of playability.

FLYING HERO: BUGLE'S BIG ADVENTURE (JAP) 68%
Sofel, 8 Mbit
1 player, shoot-'em-up, SP6
An average – if fairly likeable – Japanese shoot-'em-up. It has its moments, but needs that extra special something to stand a chance of beating *Parodius* etc.

FORTRESS OF FURY (JAP) 68%
Alternative name: Operation Logic Bomb (US)
Jaleco, 8 Mbit
1 player, shoot-'em-up, SP9
Nice graphics, but slow and unimaginative gameplay.

F-ZERO (JAP/US/UK) 86%
Nintendo, 4 Mbit + BB
1 player, driving, SP1
A fabulous Mode 7 racing game. Dead fast and smooth. Watch out for the vicious hover cars. Bland scenery and a weird futuristic setting, but it's an impressive display of the SNES' abilities.

GEORGE FOREMAN'S KO BOXING (US/UK) 18%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Boxing games are invariably awful – but this awful?

THE GHOST OF KITARO (JAP) 61%
Bandai, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Weird, very Japanese, and very cartoony scrolling, shooting, beat-'em-up thing. Pretty, but odd.

GODS (US/UK) 74%
Mindscape, 8 Mbit
1 player, platform, SP6
Famous Amiga platform shoot-'em-up comes to the SNES, graphics and puzzles intact, and with extra measures of playability. This'll last you ages.

GOLDEN FIGHTER (JAP) 42%
Culture Brain, 12 Mbit
1 or 2 players, beat-'em-up, SP1
A very ropy *Street Fighter II* 'tribute'. The graphics are rubbish, the gameplay's rubbish, the sound's rubbish... Avoid.

GOOF TROOP (US) 69%
Capcom, 8 Mbit
1 or 2 players, action puzzle, SP13

Fun for a bit, but overall it's too easy and too short.

GP-1 (US) 62%
Atlus, 8 Mbit
1 or 2 players, sport, SP10
The only motorbike racing game on the Super Nintendo, but it fails to do anything much to recommend the sport.

GPX CYBER FORMULA (JAP) 70%
Alternative name: Cyberspin (US)
Takara, 8 Mbit
1 player, driving, SP1
Another top-view scroller, and another case of yikes-was-that-a-corner? But anime based this time, with some incredibly smooth scrolling. Average, but enjoyable.

GRADIUS III (JAP/US) 82%
Konami, 4 Mbit
1 player, shoot-'em-up
Similar to the coin-op and all packed onto a 4 Mbit cart. It's an early title, so slow-down is a problem – it scuppers the otherwise beautiful graphics and fab sound. Still, it's more impressive and playable than *Super R-Type*.

GUNDAM F-91 (JAP) ?%
Bandai, 8 Mbit + BB
1 player, shoot-'em-up
A massive selling (in Japan at least) arcade/strategy game-thing, with Japanese text. Still, it's playable if you persevere, but this is one for real robot fans only. Impossible to judge.

GUNFORCE (JAP/US) 59%
Irem, 4 Mbit
1 or 2 players, shoot-'em-up, SP4
Similar to *Super Probotector* in many respects, but not half as good in any of them. The 'respects', that is. (Sorry, that was a bit confusing, wasn't it?)

HARLEY'S HUMUNGOUS ADVENTURE (US/UK) 69%
Electronic Arts, 4 Mbit
1 or 2 players, platform, SP6
Graphically it could be a lot better, but it's a reasonably imaginative game with some potential all the same.

HAT TRICK HERO (JAP) 66%
Alternative name: Super Soccer Champ (US)
Taito, 4 Mbit
1 or 2 players, sport
A slick conversion of the coin-op *Football Champ*. It's fast, but too easy in one-player mode – you'll need to play a

chum to have any fun. Not as good as *Super Soccer*.

HIT THE ICE (US) 58%
Taito, 8 Mbit
1 or 2 players, sport, SP9
As much a beat-'em-up as an ice hockey game, and a bit on the shallow side.

HOLE-IN-ONE GOLF (JAP/US) 68%
HAL, 8 Mbit
1 to 4 players, sport
An old game, but still one of the best golf sims around – what it lacks in technical ingenuity, it makes up for in user-friendliness. The overhead view isn't much like playing the real game, but nice Mode 7 course introductions help – as does turning the music off!

HOME ALONE (JAP/US/UK) 36%
THQ, 4 Mbit
1 player, platform, SP3
A dire attempt to cash in on the success of *Home Alone* the movie. Hopeless graphics and sound don't rescue the banal gameplay from the claws of drudgery and tedium.

HOME ALONE 2 (US/UK) 32%
THQ, 8 Mbit
1 player, platform, SP3
We actually preferred the first *Home Alone* game to this, but in the same way that we prefer *Eldorado* to *Santa Barbara*. Another dire scrolling effort that should be left on the shelf.

HOOK (US/JAP) 72%
Sony Imagesoft, 8 Mbit
1 player, platform, SP1
Slow-moving, but attractive platformer, that ties in with the film neatly. It's a bit easy to finish, though, so it'll be no, er, Peter Pan.

THE HUNT FOR RED OCTOBER (US) 25%
Hi Tech Expressions, 8 Mbit
1 player, shoot-'em-up, SP7
A very poor submarine shoot'-em-up, based on the film of the same name. So repetitive that each level is almost identical to the last, apart from the Super Scope-using sub-bit, which is especially useless.

HUMAN GRAND PRIX (JAP) 82%
Human, 8 Mbit + BB
1 or 2 players, driving, SP4
If you can live with the 'unique' control system, this is the best two-player Formula One game on the Super Nintendo. It's fast, with realistic handling and smart graphics.

HYPERZONE (JAP/US) 30%
Hal, 8 Mbit
1 player, shoot-'em-up
A poor 3D space shoot-'em-up using Mode 7, but with nothing else there to recommend it. Tedious.

THE INCREDIBLE CRASH DUMMIES (UK) 41%
Acclaim, 4 Mbit
1 player, platform, SP13

A rather sick concept for a game, and one that worked much better on the Game Boy.

IMPERIUM (US) 40%
Alternative name: Assault Suits Dion (JAP)
Vic Tokai, 8 Mbit
1 player, shoot-'em-up, SP6
Sad, old-fashioned shoot-'em-up with giant robot suits in it – but with little hope of rivalling *Cybernator*.

INTERNATIONAL TENNIS TOUR (JAP) 69%
Micro World, 8 Mbit
1 or 2 players, sport, SP10
This doesn't come close to *Super Tennis* or *Jimmy Connors' Pro Tennis Tour*, but it plays a reasonable game of tennis all the same.

THE IREM SKINS GAME (US) 83%
Alternative name: Major Title (JAP)
Irem, 8 Mbit,
1 or 2 players, sport, SP3
Fans of the coin-op golf game *Major Title* will love this – it's virtually identical. Fans of *Pebble Beach* et al, however, mightn't be impressed by its accuracy.

JACK NICKLAUS GOLF (US) 62%
Tradewest, 4 Mbit
1 to 4 players, sport, SP3
This presents things from just behind the player, but the slow way it draws the screen before each shot, and the could-be-better power meter, ruin it.

JAKI CRUSH (JAP) 74%
Naxat, 8 Mbit
1 player, simulation, SP5
The SNES needs a top-notch pinball game – something to rival the Mega Drive's *Devil Crash* and the Amiga's *Pinball Dreams*. But this isn't it. It's okay, but the ball moves too slowly, and the table isn't well designed.

JAMES BOND JR (US/UK) 29%
THQ, 4 Mbit
1 or 2 players, platform, SP3
A platform and shooting action game from hell that even the Amstrad GX4000 wouldn't have tolerated. Poor graphics, feeble sound and crap gameplay.

JAMES POND'S CRAZY SPORTS (UK) 53%
Storm, 4 Mbit
1 to 4 players, sport, SP11
They're crazy, they're sports, and they've got *James Pond* in. More for younger gameplayers, though.

JAPANESE PRO WRESTLING (JAP) 78%
Human, 8 Mbit
1 to 3 players, sport, SP12
Super Multitap-compatible and popular in Japan. It plays more like proper wrestling than *WWF Royal Rumble*.

JEOPARDY (US) 15%
Gametek, 4 Mbit
1 to 3 players, quiz, SP7
An appalling American conversion of an appalling American quiz show. Yuck.

JERRY BOY (JAP) 54%
Alternative name: Smartball (US)
Sony Imagesoft, 8 Mbit
1 player, platform
A run-of-the-mill platform game with only its blob-shaped hero to distinguish it from the crowd. Very average.

JIMMY CONNORS' PRO TENNIS TOUR (US/UK) 88%
UBI Soft, 4 Mbit
1 to 4 players, sport, SP5
Not as good a game as *Super Tennis*, but this gets pretty close and has the advantage of working with the four-player adaptor. Now that *is* fun.

JOE AND MAC (JAP/US/UK) 72%
Data East/Elite, 8 Mbit
1 or 2 players, platform, SP1
A good conversion of the arcade machine. Graphically very colourful, but the tunes don't vary and the gameplay's a bit repetitive. Fun for younger players.

JOHN MADDEN FOOTBALL (US) 79%
Alternative name: Pro Football (JAP)
Electronic Arts, 4 Mbit
1 or 2 players, sport
What was a fabulous game on the Mega Drive and Amiga *isn't* on the SNES. Note the flat graphics and jerky scrolling. It *is* fast, but at the expense of playability.

JOHN MADDEN FOOTBALL '93 (US/UK) 83%
Alternative name: Pro Football '93 (JAP)
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
...whereas this new, improved, updated version is loads better. The changes are mostly cosmetic, but they elevate the game to the status of 'recommended (if you like American football)'.

JURASSIC PARK (UK) 89%
Ocean, 16 Mbit
1 player, adventure, SP13
A completely brilliant film and now a completely brilliant game. If you like dinosaurs (and, come on, who doesn't?) you'll love this.

KAWASAKI CARIBBEAN CHALLENGE (US) 20%
Gametek, 12 Mbit
1 player, sport, SP11
Motorbike and jetski racing at its worst.

KEVIN KEEGAN'S PLAYER MANAGER (UK) 59%
Anco, 6 Mbit
1 or 2 players, sport, SP12
Er... The first football management game on the SNES. When you've played it you'll wonder why they bothered.

KICK OFF (JAP/UK) 52%
Anco/Imagineer, 8 Mbit + BB
1 or 2 players, sport, SP3
The most controversial computer game ever gets its second conversion to the SNES, and suffers as a result. Not as bad as *Pro Soccer*, but flawed playability-wise.

KIKIKAIKAI (JAP) 88%
Alternative name: Pocky & Rocky (US)
Natsume, 8 Mbit
1 or 2 players, shoot-'em-up, SP5
This is the sort of game only the Japanese could write. Underneath the perilously weird exterior lurks a really enjoyable two-player shoot-'em-up, with superb graphics and a large playing area.

KING ARTHUR'S WORLD (US/UK) 83%
Jaleco, 4 Mbit
1 player, puzzle, SP6

Medieval *Lemmings* lookalike, with good graphics and plenty of interesting bits. Very addictive, but the controls (unless you use a mouse) are a pig.

THE KING OF RALLY (JAP) 39%
Meldac, 8 Mbit
1 player, driving, SP5
The most eye-catching 3D effect in years, but that's about it. The fact that there are no other cars on the road, and the very unimaginative design of the courses, makes it hard to to keep your eyes open.

KING OF THE MONSTERS (JAP/US) 79%
Takara, 8 Mbit
1 or 2 players, beat-'em-up
An enjoyable Neo Geo game that's been clumsily converted to the SNES. It's really too dull and unimpressive to get even fans of the original excited.

KITARO'S GHOST (JAP) 58%
Bandai, 8 Mbit
1 or 2 players, platform
Platform game, based on a cute comic hero, with really tricky gameplay. Lovely graphics, though.

KOSHIYEN 2 (JAP) 60%
KAC, 8 Mbit
1 or 2 players, sport, SP2
This would be the most bog standard baseball game around, except that it's odd and very Japanese. Not bad, overall.

KRUSTY'S SUPER FUN HOUSE (US/UK) 79%
Acclaim, 8 Mbit
1 player, platform, SP1
A curious blend of pie-throwing, puzzle-solving and platform action make this a refreshing challenge. Graphics and sound are okay, but it's the excellently paced gameplay that makes the game. Could do with more passwords, though.

KUNIO KEN (JAP) ?%
Technos, 8 Mbit
1 or 2 players, action/RPG
An odd mix of beat-'em-up and adventure. We had fun with it, beating people with pillows and suitcases, but we didn't have a clue what was going on as it's all in Japanese. It got a lukewarm reception even in Japan. Impossible to judge.

LAGOON (JAP/US/UK) 56%
Kemco, 8 Mbit
1 player, RPG, SP12
Popular in Japan, but we found this fantasy game frustrating and a little on the dull side.

LAST FIGHTER TWIN (JAP) 59%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up
Super Deformed robots in a side-on beat-'em-up. Nice graphically and sonically, but limited. For SD fans only.

LAMBORGHINI AMERICAN CHALLENGE (UK) 73%
Titus, 4 Mbit
1 or 2 players, driving, SP13

A neat little game, but dull graphics and an odd difficulty curve mar it.

LEGEND OF SUCCESS JOE (JAP) 49%
KAC, 8 Mbit
1 or 2 players, beat-'em-up
Japanese boxing game, based on a poor Neo Geo original, with basic graphics and sound, and not enough moves. Still, as boxing games go, it ain't too bad.

LEGEND OF THE MYSTICAL NINJA (US) 90%
Alternative name: Ganbare Goemon (JAP)
Konami, 8 Mbit
1 or 2 players, action/RPG
One of the best games for the SNES, mixing RPG adventure-style wandering with side-on platform action. Wonderful music, fab graphics and a real challenge. The Jap version is accessible, but buy the US cart to get the best value from it.

LEMMINGS (JAP/US/UK) 86%
Sunsoft, 8 Mbit
1 or 2 players, puzzle, SP2
A hit on every format it's on. It takes a while to get to grips with, but it's one of the most original, ingenious and addictive games ever. Each level has a password, and there are loads of them.

LETHAL WEAPON (UK/US) 57%
Ocean, 8 Mbit
1 player, platform, SP6
Unadventurous platform shoot-'em-up, with a frustrating tendency to send you back to the beginning every time you miss your footing, which you'll do – a lot. Okay, but Ocean can manage better (see the new *Addams Family* game).

THE LOST VIKINGS (US/UK) 84%
Interplay, 8 Mbit
1 or 2 players, platform, SP8
Three character (but one-player) co-operative platform puzzler. Quite a lot of fun, if a bit C64-ish in game design.

MAGICAL GUY ADVENTURE (JAP) 62%
Bandai, 4 Mbit
1 player, platform
A jolly platform game combining wacky Japanese humour with cute sprites and backdrops. Not in the class of *Super Mario World*, but entertaining anyway.

MAGIC SWORD (JAP/US/UK) 58%
Capcom, 8 Mbit
1 player, platform, SP7
Capcom's winning streak is let down by this dreadful slash-'em-up. It slows down badly, and the animation's awful.

MARIO & WARIO (JAP) 70%
Nintendo, 8 Mbit
1 player, puzzle, SP13
An absorbing mouse-controlled puzzler, though the mouse isn't used to any real effect here.

MARIO IS MISSING (UK) 70%
Mindscape, 8 Mbit
1 player, edutainment, SP11
Luigi travels around the world replacing bits stolen from famous treasures. His mission: to save Mario from his abductors. It's informative, but more for younger players.

MARIO PAINT (JAP/US/UK) 55%
Nintendo, 8 Mbit + BB
1 player, art package, SP6
A limited, crude paint package – and one where you can't print out your results! Some nifty features, admittedly, but the best thing about the whole package is the mouse that comes with it.

MECH WARRIOR (US) 63%
Alternative name: Battletech (JAP)
Activision, 8 Mbit
1 player, shoot-'em-up, SP9
Sort of like *Battle Zone* (well, a bit), but this time placing you in an armoured mobile suit, jumping around blasting things. Okay, but lacks imagination.

METAL JACKET (JAP) 20%
Atlus, 8 Mbit
1 player, platform
Atlus aren't doing themselves any favours attempting a platform game – a genre where you have to be good to stand out. An *E-SWAT* clone with stilted animation, dire sound and inept gameplay.

MICKEY'S MAGICAL QUEST(JAP/US/UK) 89%
Capcom, 8 Mbit
1 player, platform, SP3
One of the most polished platformers around, though marred by the inclusion of infinite continues. Stunning backdrops, sprites and varied enough to impress anyone – it's a shame it's too easy.

MIGHT & MAGIC II (UK) 43%
Elite, 8Mbit
1 player, RPG, SP13
A flawed and tedious RPG lacking any depth and with very little gameplay.

MONOPOLY (JAP/US) 40%
Parker Brothers, 8 Mbit
1 to 8 players, board game, SP7
Motopoly without the fun of cheating. It plays the game on the Super NES exactly as it should, but that's about it.

MORTAL KOMBAT (UK) 81%
Acclaim, 16 Mbit
1 or 2 players, beat-'em-up, SP11
They've taken out the arcade gore, and toned down the moves, but this is still a great beat-'em-up. Not in the same league as *SFII* though.

MR NUTZ (UK) 86%
Ocean, 8 Mbit
1 player, platform, SP13

Gorgeous, colourful graphics and slick programming make for a fab platformer.

MUSYA (JAP/US) 24%
Datam, 8 Mbit
1 player, platform
One of the worst Super Famicom games – though it's up against stiff competition. Initially, the nicely shaded backdrops give it the look of a *Ninja Spirit* clone, but when you watch your hero mincing about, twiddling his stick, it palls.

NAMCOT OPEN (JAP) 80%
Namco, 8 Mbit
1 to 4 players, sport, SP9
A very nice golf sim with fast and efficient graphics, but a fair bit of Japanese text.

NBA ALL-STAR CHALLENGE (JAP/US) 59%
LJN, 8 Mbit
1or 2 players, sport, SP7
If you like basketball, you'll love this game. It plays basketball as it should be played and is nicely presented. Recommended for real fans of the game.

NHLPA HOCKEY (US/UK) 87%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
Not *quite* as good as the Mega Drive version (the graphics are jerky, though you wouldn't notice unless you'd seen the original). Still a great ice hockey game, with loads of atmosphere.

NIGEL MANSELL F1 CHALLENGE (JAP) 85%
Infocom, 8 Mbit
1 player, driving, SP8
Good, fast, high quality racing action. As

a one-player game, better than *Human Grand Prix*, and so the best Formula One game on the Super NES yet.

NOLAN RYAN'S BASEBALL (US) 73%
Alternative name: Super Stadium (JAP)
Romstar, 4 Mbit
1 or 2 players, sport, SP2
As slick as *Extra Innings*, without the cute characters, and it's slightly trickier to control. Still, this isn't a bad game.

NORTH STAR KEN V (JAP) ?%
Toei, 8 Mbit + BB
1 player, RPG
This addition to an inexplicably popular range of *Zelda*-style RPG's – it's based on *Fist Of The North Star*, believe it or not – looks rubbish to us. If you speak Japanese it might, of course, be brilliant, but we doubt it. Impossible to judge.

NORTH STAR KEN 6 (JAP) 42%
Toei, 12 Mbit
1 or 2 players, beat-'em-up, SP4
This has massive sprites but nothing much to actually do. It's just another failed *Street Fighter II*-a-like.

ON THE BALL (US) 52%
Alternative name: Cameltry (JAP)
Taito, 8 Mbit
1 player, puzzle, SP1
A rotating Mode 7 maze with a ball bouncing around, but Taito haven't got the most from it. The levels are too easy, and you won't go back to them.

OTHELLO WORLD (JAP) 52%
Tsukuda, 8 Mbit
1 or 2 players, board game
Plays a strong game of *Othello* (if you set it to 'difficult'), looks good, and has some cute bits. But why would anyone want to spend $40 on a cartridge that plays *Othello*? Fine for brushing up your technique, but otherwise very sad.

OUTLANDER (US/UK) 28%
Mindscape, 8 Mbit
1 player, driving/action, SP8
Crap *Mad Max*-style kill-everything-in-sight fiasco, featuring a driving section and a walking-along-and-blasting bit – both equally useless.

OUT TO LUNCH (UK) 84%
Mindscape, 8 Mbit
1 or 2 players, platform, SP12
It's big, with clever animation and enough difficulty to make it fun to play. It's cute, too.

PAPER BOY 2 (US/UK) 22%
Mindscape, 4 Mbit
1 player, driving, SP2
You're a newspaper delivery boy (or girl) and you cycle along, er, delivering newspapers. There are some obstacles to avoid, things to hit with papers for bonus points, and that's about it. It's boring, and can't be recommended.

PEBBLE BEACH GOLF LINKS (JAP/US/UK) 82%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport, SP6
The third addition to the 3D golf series, and, unsurprisingly, very similar to the others. As the only golf game officially released in the UK, this is worth buying. It's fun and is accurate down to the very waves on the beach, but the porn movie music is laughable.

PGA TOUR GOLF (JAP/US/UK) 60%
Electronic Arts, 4 Mbit
1 to 4 players, sport, SP5
Slick presentation, masking the fact that this is a poor conversion of a fab sports game. On other systems *PGA Tour* is *the* golf sim, but EA's lack of SNES skill shows.

PHALANX (JAP/US) 70%
Kemco, 8 Mbit
1 player, shoot-'em-up, SP1
A new horizontally scrolling shoot-'em-up has to be different to stand out. This has some decent graphics and challenging gameplay, but is forgettable.

PILOTWINGS (JAP/US/UK) 92%
Nintendo, 4 Mbit
1 player, simulation, SP1
SNES-owning aviation fans aren't spoilt for choice at present, but this should be enough to, er, spin their propellers. It has a huge range of flying machines, super-smooth 3D graphics, and there's even a decent game in here, too.

PIPEDREAM (JAP) 66%
Bullet-Proof Software, 4 Mbit
1 or 2 players, puzzle, SP2
A well turned-out puzzle where you've got to link different shaped bits of pipe. Okay, but it gets boring fast.

PITFIGHTER (US/UK) 14%
THQ, 4 Mbit
1 or 2 players, beat-'em-up, SP4
An appalling conversion of a popular coin-op. Dire graphics and awful gameplay. The pits.

POP'N TWINBEE (JAP/US/UK) 84%
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP8
Ultra-cute and colourful graphics make this blaster very appealing. Gameplay's a little on the weak side, though.

POPULOUS (JAP/US/UK) 85%
Imagineer, 4 Mbit + BB
1 player, strategy, SP2
The original Japanese version of a classic UK game that puts you in the shoes of God himself. A smashing game, though it *can* get frustrating (and quite boring) eventually.

POWER ATHLETE (JAP) 49%
Alternative name: Power Moves (US)
Kaneco, 8 Mbit
1 or 2 players, beat-'em-up, SP4
This is another attempt to cash in on *SFII*. And it doesn't really work. 'Crap – but in a groovy kind of way', apparently.

POWERMONGER (UK) 77%
Imagineer, 8 Mbit
1 player, strategy, SP9
Patience is needed to really get into this potentially deep and addictive game, but it's worth it.

PRIME GOAL (JAP) 75%
Namco, 8 Mbit
1 or 2 players, sport, SP13

A great game of Japanese-style football, spoilt by the lack of speed.

PRINCE OF PERSIA (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5
A superb conversion of the computer classic with new graphics, a brilliant intro and a fab *Laurence Of Arabia*-style soundtrack. Not an easy game, but the password system allows progression without too much trouble. A classic.

PRO BASEBALL LEAGUE '93 (JAP) 77%
Sony Music Entertainment, 12 Mbit
1 or 2 players, sport, SP6
The Jap sequel to *Extra Innings*. It's got cute characters, slick animation and some neat extra bits. If you like baseball, you'll love this.

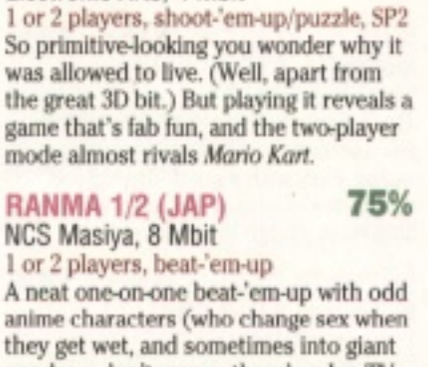
PRO QUARTERBACK (US) 62%
Tradewest Sports, 8 Mbit
1 or 2 players, sport, SP7
American football looks great with neat Mode 7 graphics, but the rest of it fails to add up to anything better than usual.

PRO SOCCER (JAP) 27%
Alternative name: World League Soccer (US)
Imagineer, 4 Mbit + BB
1 or 2 players, sport
A shaky conversion of *Kick Off*, with crude graphics and useless gameplay.

PSYCHO DREAM (JAP) 33%
Alternative name: Dream Probe (US)
Riot, 8 Mbit
1 player, platform, SP7
Platform beat-'em-up with lots of Japanese text getting in the way. Bland.

PUSHOVER (US/UK) 78%
Ocean, 4 Mbit
1 player, puzzle, SP3
An enjoyable domino toppling-style puzzle game, converted from home computers, with lots of short-term fun. Once all 100 levels are finished, though, it's unlikely you'll ever return to it.

Q*BERT 3 (JAP/US) 67%
NTVIC, 8 Mbit
1 player, platform, SP3



Real nostalgia value, as players of the 10-year-old coin-op will confirm. And plenty of effort's gone into making the game look the part. But it's only mildly amusing.

RACE DRIVIN' (US/UK) 35%
THQ, 4 Mbit
1 player, driving, SP3
Fans of the original coin-op will be horrified by this driving game. 3D polygons and the SNES go together like, um, chips and custard. Poor programming on unsuitable hardware.

RAIDEN DENSETSU (JAP) 54%
Alternative name: Raiden Trad (US)
Toei, 8 Mbit
1 or 2 players, shoot-'em-up
A great game on the PC Engine and Mega Drive, but slow on the Super Nintendo and not recommended. It should have been good, but the programmers were too inexperienced on the machine to do the job properly.

RAMPART (US) 79%
Electronic Arts, 4 Mbit
1 or 2 players, shoot-'em-up/puzzle, SP2
So primitive-looking you wonder why it was allowed to live. (Well, apart from the great 3D bit.) But playing it reveals a game that's fab fun, and the two-player mode almost rivals *Mario Kart*.

RANMA 1/2 (JAP) 75%
NCS Masiya, 8 Mbit
1 or 2 players, beat-'em-up
A neat one-on-one beat-'em-up with odd anime characters (who change sex when they get wet, and sometimes into giant pandas – don't worry, there's a Jap TV series explaining it all). Mismatching of characters is a problem, but on the whole it's great to look at and play.

RANMA 1/2 PART TWO (JAP) 73%
NCS Masiya, 12 Mbit
1 or 2 players, beat-'em-up, SP6
Cute, unusual characters, and a good looking beat-'em-up, but far too easy, with some characters much, much stronger than others. Slightly inferior to the original, but still likable, at least.

THE REN & STIMPY SHOW: 'VEDIOTS'(UK) 47%
THQ, 8 Mbit
1 player, platform, SP12
Based on an obscure American cartoon, the graphics are the best bit, but, sadly, the gameplay is boring.

RIVAL TURF (JAP/US/UK) 58%
Jaleco, 8 Mbit
1 or 2 players, beat-'em-up, SP2
Final Fight's main rival. Not as 'together' as its opponent – more repetitive baddies and rougher animation are the main qualms – but it has the enormous advantage of simultaneous two-player action, including a *Street Fighter II*-style head-to-head mode. Which one do you go for? Um, well there's always *Batman*...

ROAD RIOT 4WD (US/UK) 20%
THQ, 4 Mbit
1 or 2 players, driving, SP4
Road Riot's the worst driving game on the SNES, we reckon. This is primitive in every respect, despite a split-screen two-player mode, and no fun at all.

ROAD RUNNER: DEATH VALLEY RALLY (JAP/US/UK) 42%
Sunsoft, 8 Mbit
1 player, platform, SP4
The cartoon's atmosphere is captured perfectly, with fab cartoony graphics and hilarious intro and outro bits, but the game itself stinks – it's a simplistic, poorly-executed platform game.

ROBOCOP 3 (US/UK) 50%
Ocean, 8 Mbit
1 player, shoot-'em-up, SP2
A neat *Robocop* feel, but gameplay-wise this is severely wanting. It's really difficult, and perseverance is rewarded by an unimaginative shooter with little connection to the film.

THE ROCKETEER (JAP/US) 33%
IGS, 8 Mbit
1 player, action
Lovely graphics, but that's about it. This consists of watching a string of mini-games in which you don't really get much say – it's just luck if you proceed from one game to the next. Awful.

ROCK 'N' ROLL RACING (UK) 88%
Interplay, 8 Mbit
1 or 2 players, sport, SP12
A spruced up *Super Off Road* that's challenging and lots of fun to play.

ROCKY RODENT (JAP) 50%
Irem, 8 Mbit
1 player, platform, SP12
The graphics are repetitive, the sound annoying and there's little variety in gameplay. Mediocre.

ROGER CLEMENS' MVP BASEBALL (US) 73%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Baseball games don't come much better presented than this. Fab animation and action viewed through different camera angles make this thoroughly enjoyable.

ROMANCE OF THE THREE KINGDOMS II (JAP/US) 55%
Koei, 8 Mbit + BB
1 to 12 players, strategy
Ancient Chinese kingdoms make alliances, split up, then make other alliances, people get killed, and we can't make sense of any of it. The US version reveals a simple game under all the maps and text, but not recommended.

RPM RACING (JAP/US) 58%
Interplay, 4 Mbit + BB
1 or 2 players, driving
RPM stands for Radical Psycho Machines – ridiculous trucks with big tyres that fascinate Americans. The scrolling's rough, you need clairvoyant powers to anticipate corners, and it uses flickery interlace graphics to no obvious effect. But good fun.

RUN SABER (US) 59%
Atlus, 8 Mbit
1 or 2 players, platform, SP10
A few pretty backdrops don't save this failed *Strider* wannabe.

RUSHING BEAT RUN (JAP) 60%
Jaleco, 12 Mbit
1 or 2 players, beat-'em-up, SP5
The original *Rival Turf*, although fine as beat-'em-ups go, was never brilliant, exactly. And this sequel isn't much better. The graphics aren't bad, but it's very repetitive and too easy to finish.

SD DODGEBALL (JAP) 42%
Banpresto, 8 Mbit + BB
1 or 2 players, sport
Based on an imaginary sport which involves knocking out the opposing team with the ball, this is one of a series of Dodgeball games (*Fire Dodgeball*'s another), and the worst.

SD GREAT BATTLE (JAP) 38%
Banpresto, 6 Mbit
1 player, shoot-'em-up
Japan's popular Super Deformer series has spawned a lot of Super Famicom spin-off games, and they sell, no matter how bad they are! This was the first of the genre, and isn't great, being a crusty arcade adventure with tedious gameplay.

SD GREAT BATTLE III (JAP) 63%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Cute characters and nice graphics, but it lacks variety and depth of gameplay.

SD GUNDAM (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
This game stars a 'Super Deformed' version of *Gundam*, the most popular 'mecha' robot character in Japan. The format is traditional Jap RPG, but the crappy graphics, sound and Jap text make it unplayable. Impossible to judge.

SEPTENTRION (JAP) 90%
Human, 8 Mbit
1 player, platform, SP10
A very original and atmospheric *Poseidon Adventure*-style disaster game. If you can work around the heavy use of Japanese text it'll last you ages.

SHADOWRUN (UK) 85%
Data East, 8 Mbit
1 player, RPG, SP10
A brilliantly-presented, scrupulously-designed adventure game, packed with puzzles and simply oozing atmosphere.

SHANGHAI 2 (US) 58%
Alternative name: Super Shanghai (JAP)
Activision, 8 Mbit
1 or 2 players, puzzle, SP9
A very simple puzzle game – based on the ancient Chinese classic – that becomes strangely more-ish.

SIM ANT (JAP) ?%
Imagineer
1 player 8 Mbit
An ant simulator. In Japanese. That says it all really. Impossible to judge.

SIM CITY (JAP/US/UK) 84%
Maxis/Nintendo, 4 Mbit + BB
1 player, strategy, SP1
Build the city of your dreams... then bring it to its knees! The SNES version of this all-time great is probably the best yet (more user-friendly), but it doesn't push the SNES to its limits.

SIM EARTH (JAP/US) 34%
Imagineer, 6 Mbit + BB
1 player, strategy, SP9
A follow-on from *Sim City* that tries to bite off more than it can chew. You're basically put in charge of the entire planet. It manages to be both a good simulation and a very tedious game.

SKÜLJAGGER (US) 58%
American Softworks, 8 Mbit
1 player, platform, SP4
A lacklustre piratic game that's very easy and won't take you long to finish. With some weird bubble gum bits.

SOLSTICE II: EQUINOX (US/UK) 90%
Sony Imagesoft, 8 Mbit + BB
1 player, platform, SP8

Polished and addictive isometric arcade adventure, with brill graphics and fab sound. Highly recommended.

SONIC BLAST MAN (JAP/US) 69%
Taito, 8 Mbit
1 player, beat-'em-up, SP2
A scrolling beat-'em-up with a nifty central character – a superhero with a deadly line in punches. It's a beat-'em-up, though, and so gets pretty dull.

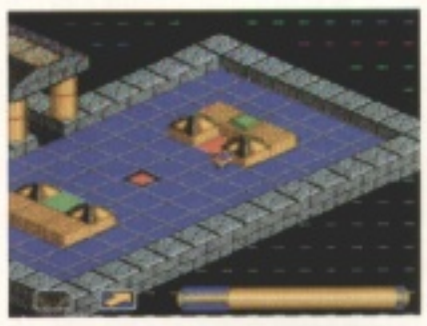
SOUL BLAZER (US) 89%
Alternative title: Soul Blader (JAP)
Enix, 8 Mbit + BB
1 player, RPG, SP2
Slick, graphically gorgeous and not unlike *Zelda* (ie an RPG, Japanese-style). Avoid *Soul Blader*, the Japanese version (unless you're Japanese, that is).

SPACE FOOTBALL (US) 52%
Alternative name: Super Linearball (JAP)
Triffix, 4 Mbit
1 player, sport
Ballblazer on the Commodore 64 is the closest to this – football, played between two 'things' on a fast, 3D scrolling pitch. Lots of thrills in the short-term, but it isn't enough to justify spending this much on a game.

SPANKY'S QUEST (JAP/US) 58%
Natsume, 4 Mbit
1 or 2 players, platform
A monkey called Spanky? Bouncing bubbles? You just wander round lots of similar-looking screens, killing baddies (with bubbles) and collecting keys. Crap.

SPIDERMAN & THE X-MEN (US/UK) 72%
Acclaim, 8 Mbit
1 player, platform, SP3
A multi-character platform romp that loses its appeal fast. Unattractive graphics are only saved by imaginative music. Fun for a bit, but somehow it looks dated already.

SPINDIZZY WORLDS (JAP/US/UK) 69%
Ascii, 8 Mbit
1 player, puzzle, SP2



Spindizzy's sparkle seems to have dulled since its heyday on the Spectrum, partly thanks to the game's shift of emphasis from exploration to puzzle solving. A neat little thing all the same.

STARFOX (JAP/US) 93%
Alternative name: Starwing (UK)
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP7
What can we say? This is brilliant. It's the first game to use the new Super FX chip, it's got some of the most spectacular and well designed 3D bits ever, it's very smooth and fast – it's the bee's knees, basically.

STREET FIGHTER II (JAP/US/UK) 94%
Capcom, 16 Mbit
1 or 2 players, beat-'em-up, SP1
This is the game that's selling SNESs by the bucket- load. It's 'streets' ahead of other beat-'em-ups, and a near-perfect conversion of the coin-op. A must-buy, though expensive on official release.

STREET FIGHTER II TURBO (JAP) 96%
Capcom, 20 Mbit
1 or 2 players, beat-'em-up, SP11
A faster, better-looking version of *SFII*. Quite simply, the best beat-'em-up ever.

STRIKE GUNNER (JAP/US/UK) 65%
Athena, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
Average vertical blaster, with poor and unvaried backdrops, but okay sprites and some nice explosions. A dull game that only works in two-player mode.

STRIKER (UK) 89%
Elite, 4 Mbit
1 or 2 players, sport, SP10
The best SNES football game so far, this comes equipped with easy-to-use controls and a nice replay mode. Brilliant.

SUMO SPIRITS (JAP) 47%
Takara, 8 Mbit
1 or 2 players, sport, SP9
The most realistic, and so best, of the two sumo games we've reviewed. It's all a bit limited though.

SUNSET RIDERS (UK) 87%
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP12
A faithful conversion of a classic arcade game and an enjoyable two-player blast.

SUPER ADVENTURE ISLAND (JAP/US/UK) 75%
Hudson Soft, 8 Mbit
1 player, platform, SP2
Simplistic, *Wonderboy*-style gameplay in this third instalment of the series made popular on the NES. Aside from the ugly Master Higgins, the bright backgrounds and impressive Yuzo Koshiro dance tunes make this an attractive game.

SUPER AIR DIVER (UK) 51%
Sunsoft, 4 Mbit
1 player, shoot-'em-up, SP12
Looks good, but has little substance to the gameplay.

SUPER ALESTE (JAP/UK) 87%
Alternative name: Space Megaforce (US)
Toho/Compile, 8 Mbit
1 player, shoot-'em-up, SP3
Evidence that the SNES can handle a mad *Gunhed*-style shooter with ease. Fab sprite handling (Mode 7) and no slow-down mean it's more a technical feat than that well-designed, and it's a bit weapon-mad. An excellent buy anyway.

SUPER BACK TO THE FUTURE 2 (JAP) 61%
Toshiba EMI, 8 Mbit
1 player, platform, SP12
The graphics and sound are good, but the controls are awful. Avoid.

SUPER BASEBALL SIMULATOR 1,000 (JAP/US) 49%
Culture Brain, 4 Mbit
1 or 2 players, sport, SP2
The pitching and batting are good, but the fielders are unco-operative and the graphics poor, with pointless Mode 7 whizzing about. But the music's good.

SUPER BASES LOADED (US) 55%
Alternative name: Super Professional Baseball (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
This works okay, but it's just as limited in scope as other baseball games on the SNES, and the graphics are jerky.

SUPER BASES LOADED II (US) 63%
Alternative name: Super Professional Baseball II (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
Extraordinarily and uncannily similar to *Super Bases Loaded I*. (See above.)

SUPER BATTER UP (US) 53%
Namco, 8 Mbit
1 or 2 players, sport, SP6
A difficult-to-control baseball game, with garish graphics and poor animation. There are lots of better ones out there.

SUPER BATTLETANK (JAP/US/UK) 50%
Absolute, 4 Mbit
1 player, shoot-'em-up
The prehistoric *Battle Zone* coin-op gets a new lease of life in this Gulf War tank game. This looks livelier than the wire-frame graphics of the original, and it has some good explosions and exciting link sequences, but, frankly, it's still boring.

SUPER BIKURI MAN (JAP) 18%
Interbec, 8 Mbit
1 or 2 players, beat-'em-up, SP7
Far too easy. Possibly the second worst beat-'em-up ever (after *PitFighter*).

SUPER BIRDIE RUSH (JAP) 76%
Data East, 8 Mbit + BB
1 or 2 players, sport, SP3
Cute cartoony-looking golf game with nicely drawn fairways and greens. But, this isn't as playable as *Hole-in-One*.

SUPER BLACK BASS (JAP) 42%
Hot B, 8 Mbit
1 player, sport, SP10
Er... do you *really* want to pretend you're fishing on your SNES?

SUPER BOMBERMAN (JAP) 92%
Hudson Soft, 4 Mbit
1 to 4 players, action, SP9
A brilliant, completely manic, maze-based cat-and-mouse game. With bombs in it. Taking full advantage of the new Super Multitap adaptor, it's unbeatable fun with four players. We're addicted.

SUPER BOWLING (JAP/US) 48%
Athena, 4 Mbit
1 or 2 players, sport, SP1
There isn't enough to bowling to fill out a whole game. This one pads itself out with neat graphical interludes etc, but the real thing's so much more fun.

SUPER CASTLEVANIA IV (JAP/US/UK) 91%
Konami, 8 Mbit
1 player, platform, SP1
A huge, sprawling sequel to the NES games. After a dull start this turns into one of the best platform games ever. More action is needed, but superb parallax and soundtracks generate a fabulous atmosphere.

SUPER CHINESE WORLD (JAP) ?%
Culture Brain, 8 Mbit
1 player, action/RPG
A sequel to the popular 8-bit Famicom *Little Ninja Bros*. The overhead viewpoint changes at regular intervals for combat. Cutish but rather basic, with loads of Jap text. Impossible to judge.

SUPER CONFLICT (US) 49%
Vic Tokai, 8 Mbit
1 or 2 players, wargame, SP9
A sad, outdated hex-based wargame that gets boring very fast.

SUPER CUP SOCCER (JAP) 69%
Alternative name: Goal (US)
Jaleco, 8 Mbit
1 or 2 players, sport
A rival to *Super Soccer*? Not really. This takes a side-on, jerkily scrolling viewpoint and isn't going to impress anyone. A shame, because it has lots of detail and there are some nice graphical bits.

SUPER DOUBLE DRAGON (JAP/US) 68%
Technos, 8 Mbit
1 or 2 players, beat-'em-up, SP3
A wide variety of moves, and some very satisfying thumping-and-kicking-about-type action, inject a bit of life into a deceptively crappy-looking beat-'em-up. Enjoyable, but too easy and rather '8-bit'.

SUPER DUNKSTAR (JAP) 55%
Sammy, 8 Mbit
1 or 2 players, sport, SP9
This one plays basketball okay, but has primitive graphics and very few options.

SUPER EDF (JAP/US) 68%
Jaleco, 8 Mbit
1 player, shoot-'em-up
A pretty, horizontally scrolling effort, but with some boring and unchallenging gameplay. Similar to the coin-op it's based on, *EDF* has some well-drawn backdrops and sprites. But the music is bland, and slow-down spoils the action.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving, SP1
This looks ordinary, but is one of the few overhead-view racing games that works. Fast, with a good 'driving feel' and plenty of options to cater for the long-term player. Recommended.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving
Limited edition. As above, but with real Grand Prix names.

SUPER F1 CIRCUS 2 (JAP) 34%
Nichibutsu, 8 Mbit
1 player, driving, SP13

If your idea of a good driving game is to spend ages and ages on your own on the track, then buy this. We found it frustrating and boring.

SUPER F1 GRAND PRIX (JAP) 44%
Video System Co, 8 Mbit + BB
1 player, driving
Nothing to do with the Amiga *F1 Grand Prix*, this is like *Battle Grand Prix*, without the split-screen two-player mode. You see more of the track on-screen, and more warning of corners, but not much.

SUPER F1 HERO (JAP) 49%
Varie, 8 Mbit
1 player, driving, SP8
An appalling F1 driving game – *Nigel Mansell*'s so much better.

SUPER FAMILY TENNIS (JAP) 83%
Namcot, 8 Mbit
1 to 4 players, sport, SP11
The second Multitap-compatible tennis game – and as such is fun, though *Super Tennis* and *Jimmy Connors* are better.

SUPER FIRE PRO WRESTLING (JAP) 56%
Human, 8 Mbit
1 or 2 players, sport
Not as smart-looking as *WWF*, but a more challenging game (the 20 wrestlers all behave differently, for a start). But in one-player mode it's impossible to beat the computer. Okay, if you can live with the dull visuals and haul in a friend.

SUPER FIRE PRO WRESTLING 2 (JAP) 72%
Human, 8 Mbit
1 to 4 players, sport, SP7
This has lots of Japanese text, laughable graphics and is completely crap as a one-player game, but it's great fun to play with four players using the Super Multitap adaptor, despite slow-down.

SUPER FORMATION SOCCER II (JAP) 70%
Human, 4 Mbit
1 to 4 players, sport, SP11
The only difference between this and *Super Formation Soccer 1* (ie *Super Soccer*) is that this is Multitap-compatible.

SUPER GHOULS 'N' GHOSTS (JAP/US/UK) 85%
Capcom, 8 Mbit
1 player, platform, SP2
A sequel, unique to the Super Nintendo. Some brilliant graphics (loads of slow-down) and nice tunes, but it's tough – and, as it lacks battery back-up or passwords, it can be frustrating. Well made, but difficult.

SUPER HIGH IMPACT (JAP/US) 74%
Acclaim, 8 Mbit
1 or 2 players, sport, SP11
A playable and accessible arcade-based American football game.

SUPER JAMES POND (US/UK) 79%
Ocean, 8 Mbit
1 player, platform, SP8
Ex-Amiga hit that's lost little in translation, though it's far too juddery. Still, with loads of levels and difficult bits, this'll keep you amused for ages.

SUPER MARIO COLLECTION (JAP) 96%
Nintendo, 16 Mbit
1 or 2 players, platform, SP11
Four classic NES *Mario* games in one – *Super Mario Bros*, *Mario Bros 2*, *Mario Bros 2 USA* and *Mario Bros 3* – but with new 16-bit graphics. As all of them are huge, involved, and brilliant, it'll take you ages to finish, making this perhaps the best value cart ever.

SUPER MARIO KART (JAP/US/UK) 93%
Nintendo, 4 Mbit + BB
1 or 2 players, driving, SP1
The best driving game, and the best two-player game ever. It's perfect. Four fab games in one: There's the Grand Prix, the Time Trial, the two-player Head to Head, and the amazing balloon game.

SUPER MARIO WORLD (JAP/US/UK) 94%
Nintendo, 4 Mbit + BB
1 player, platform, SP2
On the downside, the backgrounds are repetitive, but this is a gameplayer's dream – you'll spend weeks deciphering it. This remains (along with *Zelda*) Nintendo's flagship game.

SUPER NBA BASKETBALL (JAP/US/UK) 86%
Tecmo, 8 Mbit
1 or 2 players, sport, SP4
While *Super Basketball/Super Dunkshot* is the basketball game to go for if you want to wow your friends, this is more playable, accurate and comprehensive.

SUPER NINJA (JAP) ?%
Koei, 12 Mbit + BB
1 player, RPG
You'd never realise that this was 12 meg – it has the flat colours, simple graphics and laughable animation of an early NES game. It uses the same overhead view as *Zelda* et al, but being Japanese is impossible to play. Impossible to judge.

SUPER OFF ROAD (JAP/US/UK) 63%
Trade West, 4 Mbit
1 or 2 players, driving
Another overhead-view driving game, but we can see the whole track for once (phew). We're racing monster trucks with a 3D(ish) perspective. The trucks look great bouncing about. In the short-term, it's good fun. And great music.

SUPER PANG (JAP) 72%
Alternative name: Super Buster Bros (US)
Capcom, 4 Mbit
1 player, shoot-'em-up, SP1
The arcade original was a fantastic game, and one that allowed two people to pop bubbles at once. This is a good conversion, with smart graphics and plenty of speed, but only one can play, and that gets boring.

SUPER PARODIUS (UK) 86%
Alternative name: Parodius (JAP)
Konami, 8 Mbit
1 player, shoot-'em-up
A fab conversion of the coin-op, that ranks as the best of Konami's recent string of classics. Superbly colourful sprites, a hilarious sense of the bizarre, and excellent music are the icing on the cake. Enjoyable (though a bit easy).

SUPER PLAY ACTION FOOTBALL (US) 71%
Nintendo, 4 Mbit + BB
1 or 2 players, sport, SP2
A faithful implementation of American football that'll please fans, but not the *John Madden*-basher we've been waiting for. Not a patch on *Madden '93*...

SUPER PROBOTECTOR(UK) 90%
Alternative names: Contra III (US)/Contra Spirits (JAP)
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP2
The best platform blaster around so far. Superb use of Mode 7 and great sound put this in the super league. Brilliant two-player action makes it unmissable.

SUPER PUTTY (UK) 84%
System 3, 8 Mbit
1 or 2 players, platform, SP13

It's funny, it's slick and it's very weird (the main character is a little blue ball of putty). A gem of a game.

SUPER R-TYPE (JAP/US/UK) 72%
Irem, 8 Mbit
1 player, shoot-'em-up, SP1
Beautifully designed baddies, and fab graphics, make this one of the best-looking shooters. Not perfect, thanks to jerky scrolling, awful slow-down and no restart points. It also lacks the best bits of the coin-op – *R-Type II* (not the original game) – on which it's based.

SUPER SLAP SHOT (US) 65%
Virgin, 4 Mbit
1 or 2 players, sport, SP13
Fast and furious ice hockey, but *NHLPA Hockey* is miles better.

SUPER SMASH TV (JAP/US/UK) 84%
Acclaim, 4 Mbit
1 or 2 players, shoot-'em-up, SP1
A translation of the ultra-violent coin-op, this is incredibly good short-term fun. No slow-down, lots of tough bits and hugely addictive – you'll keep coming back to it. Recommended.

SUPER SOCCER (US/UK) 83%
Alternative name: Super Formation Soccer (JAP)
Human/Nintendo, 4 Mbit
1 or 2 players, sport, SP1
Super Soccer might have handed over its 'Best UK Football Game' crown to *Striker*, but it's still an enjoyable game with impressive 3D graphics. It's full of annoying flaws, though, and once you've played *Striker* you won't return.

SUPER STAR WARS (JAP/US) 89%
JVC, 8 Mbit
1 player, shoot-'em-up/platform, SP4
The music is first thing that hits you – a perfect rendition of all the best tunes from the film – followed by the fab *Star Wars*y feel that pervades the whole thing. If you loved the film, you'll love this. (Oh, and it's fun to play, too.)

SUPER STRIKE EAGLE (US/UK) 61%
MicroProse, 8 Mbit
1 player, shoot-'em-up, SP8
Disappointing flight sim-type thing. It's Amiga and PC-based namesakes were so much better.

SUPER SUMO (JAP) 44%
Namcot, 8 Mbit
1 or 2 players, sport, SP9
Nice comedy graphics and decent gameplay (as far as it goes), but *Sumo Spirits* is the better game.

SUPER SWIV (JAP/UK) 82%
Alternative name: Firepower 2000 (US)
The Sales Curve, 8 Mbit
1 or 2 players, shoot-'em-up, SP6
Slick and playable two-player shoot-'em-up, with great graphics, and interesting controls. Good fun, if a little boring.

SUPER TENNIS (JAP/US/UK) 92%
Tonkin House, 4 Mbit
1 or 2 players, sport, SP1
This is one of the best tennis games on any machine (only rivalled by two fab games on the PC Engine). The range of shots is amazing. It's not all bashing a ball about, either – there's a whole line-up of tournaments and stuff to enter, too.

SUPER TETRIS 2 + BOMBLISS (JAP) 83%
Bullet-Proof Software, 8 Mbit + BB
1 or 2 players, puzzle, SP5
Tetris is probably the best puzzle game ever, but doesn't always convert well to different formats. No worries with the SNES version, though, which boasts lots of extra bits (like *Bombliss*) in addition to a solid rendition of the original game.

SUPER TOM & JERRY (US/UK) 42%
High-Tech Expressions, 4 Mbit
1 player, platform, SP8
A poor excuse for a platform game, plagued by slow-down and with little to do with the cartoon. Crap.

SUPER TURRICAN (US) 80%
Seika, 4 Mbit
1 player, shoot-'em-up, SP10
A sort of 'remix' of the original Amiga *Turrican* games, this is fast and smooth, with some slick graphics and smart sound. Remarkable for 4 Mbit really.

SUPER VALIS IV (JAP/US) 52%
Telenet, 8 Mbit
1 player, platform
A conversion of the PC Engine CD ROM game, featuring the exploits of lots of Japanese girls but no excitement. It's too contrived, boring and linear to live.

SUPER VOLLEY II (JAP) 82%
Video System, 8 Mbit
1 or 2 players, sport, SP5
Weird, with a 2D perspective. But a wealth of 'special moves', and the fact that's it's a coin-op conversion, make a game that's fun – especially with two.

SUPER WAGAN ISLAND (JAP) ?%
Namcot, 8 Mbit
1 player, platform
Funny, with cute graphics and likeable characters, this is a semi-arcade, semi-text-based adventure for the younger player – we got a fair way into it without understanding what was going on. (It's all in Japanese!) Impossible to judge.

SUPER WIDGET (US) 54%
Atlus, 8 Mbit
1 player, platform, SP12
Another American cartoon-based game. And another boring game, too. A pattern is emerging?

SUPER WWF (JAP/US/UK) 74%
Acclaim, 8 Mbit
1 or 2 players, sport, SP1
Great graphics, and fun to play – short-term. But, all the wrestlers behave the same! And there's no tournament system like on other versions, either – you win or lose a fight and that's it.

SUZUKI AGURI F1 (JAP) 72%
LOZC, 8 Mbit
1 or 2 players, driving, SP5
Fast, 3D Mode 7 courses *and* tunnels and bridges? Well presented, but no warning of corners. However, the split-screen two-player mode is a bonus. The UK release will follow under the name *Suzuki F1*. (Perhaps.)

SYO THE SEAL (JAP) 79%
Takara, 8 Mbit
1 player, platform, SP8
Out cutes the cutest game you can think of. We haven't stopped going 'aww.'

SYVALION (JAP/UK) 46%
JVC, 8 Mbit
1 player, shoot-'em-up, SP5
An odd maze-based scrolling shoot-'em-up where you guide a dragon down baddy-infested passages. It looks tacky but is actually quite good. Not much of a challenge, though.

TAZ-MANIA (US/UK) 54%
THQ, 8 Mbit
1 player, 'running game!', SP9
The only 'running game' on the SNES (like a driving game, but on foot!), with a fab scrolling road, but little gameplay.

TERMINATOR (US/UK) 59%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP7
Average film-based shoot-'em-up that copes with the film side OK, but fails to make much of the game. Dark graphics, but, admittedly, a great soundtrack.

TEST DRIVE II: THE DUEL (US/UK) 58%
Accolade, 8 Mbit
1 player, driving, SP6
A fairy good conversion of the PC original to Super NES, but it's difficult to control so you tend to crash all the time. Very unexciting driving feel too.

THUNDER SPIRITS (JAP/US) 73%
Toshiba EMI, 8 Mbit
1 player, shoot-'em-up
A conversion of the well respected Mega Drive game *Thunderforce 3*, but it isn't as good on the SNES – slow-down spoils it! And no effort has been made to use any of the special features that the SNES can offer – which results in rather a missed opportunity.

TINY TOONS (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5

The ultimate in cartoon-style graphics, animation and sound, with bags of variety and challenge. It's in danger of being *too* cute, but it's impossible not to love it.

TKO BOXING (US) 38%
Alternative name: World Championship Boxing (JAP)
Sofel, 4 Mbit
1 or 2 players, sport
Boxing games are difficult to pull off, and this is the kind of thing that happens as a result. It's well presented, but the gameplay is really simplistic and gets boring fast. Steer well clear.

TOP GEAR (US/UK) 76%
Alternative name: Top Racer (JAP)
Kemco, 4 Mbit
1 or 2 players, driving, SP3
The screen is divided down the middle so two players can compete – it's dull as a one-player game. Developed by Gremlin, so fans of their *Lotus* games will be on familiar ground here. No smooth Mode 7 graphics or elaborate trackside detail, just lots of fast driving fun.

TOP GEAR 2 (UK) 74%
Kemco, 8 Mbit
1 or 2 players, driving, SP13
Nicely-presented, with a brilliant scrolling road, but this sort of driving game is nearing extinction.

TOYS (US) 24%
Absolute, 8 Mbit
1 player, shoot-'em-up, SP9
Very sad and boring film conversion, with awful graphics.

TRODDLERS (UK) 79%
Storm, 4 Mbit
1 or 2 players, puzzle, SP11
A cute *Lemmings*-like puzzler, with loads of levels and a strange addictiveness.

TURTLES IV: TURTLES IN TIME (JAP/US/UK) 84%
Konami, 8 Mbit
1 or 2 players, beat-'em-up, SP2
A great beat-'em-up. Superb graphics, some clever characterisation, frantic gameplay, and loads of levels mean plenty of fun. On the downside, it's repetitive, and is quick to finish.

2020 SUPER BASEBALL (JAP) 85%
K Amusement Leasing (KAC), 12 Mbit
1 or 2 players, sport, SP8
Baseball as it should be played (albeit by robots). A brilliant conversion of the top Neo Geo game.

ULTIMATE FOOTBALL (JAP) 51%
Sammy, 8 Mbit
1 or 2 players, sport
American football – what a crazy sport, eh? Still, that needn't prevent *Ultimate Football* from being a decent game. But this is so limited in scope and technical merit that it's really only for footy fans.

ULTRAMAN (JAP/US/UK) 35%
Bandai, 8 Mbit
1 player, beat-'em-up
At first it's laughable: a ridiculous-looking giant superhero beating up monsters that look like people in rubber suits. But then you realise that's how it's meant to be. This is based on those dreadful Jap disaster movies you see on Channel 4.

ULTRASEVEN (JAP) 45%
Bandai, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Funny, but tacky, Godzilla-style beat-'em-up, packed with totally ridiculous space monsters.

UNCHARTED WATERS (JAP/US) 37%
Koei, 8 Mbit
1 player, strategy, SP7
A naval strategy game where you sail around a map, trading goods, expanding your fleet and fighting other ships. It won't last you long – as it's all so incredibly boring.

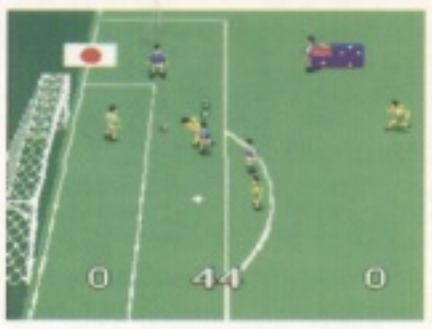
UN SQUADRON (US/UK) 91%
Alternative name: Area 88 (JAP)
Capcom, 8 Mbit
1 player, shoot-'em-up, SP1
A brilliantly designed pseudo-conversion of the coin-op, and one of the best games on the Super Nintendo. It suffers a bit from slow-down, but the action is still really exciting. Sonically average, but graphically superb, and a *Super Play* favourite.

USA ICE HOCKEY (JAP) 60%
Jaleco, 8 Mbit
1 or 2 players, sport, SP8
Graphically fine, but with far too much slow-down to play a decent game of ice hockey. Go for *NHLPA Hockey* instead.

USHIO AND TORA (JAP) 35%
Yutaka, 8 Mbit
1 player, action, SP7
A very poor scrolling cut-'em-up, where you only have two moves and infinite continues. Adds nothing to the genre.

VANNA WHITE'S WHEEL OF FORTUNE (US) 19%
Gametek, 4 Mbit
1 to 2 players, quiz, SP2
A tedious quiz-show conversion. A guest appearance by Vanna White is probably the only reason we actually bothered to give it a mark at all.

VIRTUAL SOCCER (UK) 87%
Hudson Soft, 8 Mbit
1 or 2 players, sport, SP13



An excellent game of footy, though it can be a little frustrating at times.

VOLLEYBALL TWIN (JAP) 76%
Tonkin House, 8 Mbit
1 or 2 players, sport, SP4
Volleyball from the people who brought us *Super Tennis*. The slow scrolling tends to knacker your chances of receiving the ball from time to time, but otherwise it plays pretty solidly (and the Beach Volley is something else).

WAIALAE COUNTRY CLUB (JAP/US) 82%
T & E Soft, 8 Mbit + BB
1 to 4 players, sport
The second of three golf games all using the same programming and graphics (the others are *Augusta Golf* and *Pebble Beach*), but all representing different courses. Accurately depicted and probably the best golf series on the SNES.

WARPSPEED (US/UK) 32%
Accolade, 8 Mbit
1 player, shoot-'em-up, SP7
Very dated and very crudely presented space shoot-'em-up in the *Wing Commander* mould. When you've got the brilliant *Starfox* to choose instead, there's just no comparison.

WAYNE'S WORLD (UK) 26%
THQ, 8 Mbit
1 player, platform, SP9
'Not worthy, not worthy' – and we'd agree. Funny graphics, awful game.

WING COMMANDER (US) 60%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP5

A big 3D spaceship sim/shoot-'em-up-type thing. Overrated in its original PC form, and a less-than-sparkling Super Nintendo conversion doesn't help matters. But, having said that, it's not actually that *bad*.

WING COMMANDER: THE SECRET MISSIONS (UK) 64%
Mindscape, 8 Mbit
1 player, simulation, SP13
The sequel to the original *Wing Commander* doesn't add much to improve the title.

WINGS II (US) 71%
Alternative names: Sky Mission (JAP), Blazing Skies (UK)
Namco, 4 Mbit
1 player, shoot-'em-up/simulation, SP2
Not as impressive as the screenshots (see *SP2*) make it out to be, but this is still an attractive and atmospheric World War I game. The only existing Super NES flight sim where you can actually shoot things

WORDTRIS (US) 40%
Spectrum Holobyte, 4 Mbit
1 or 2 players, puzzle, SP6
Tetris-based puzzle game, with potential. However, assorted glaring faults (chiefly that it gives you absolutely no time to think, resulting in far too great an element of luck) make it one to avoid.

WORLD CLASS RUGBY (JAP/UK) 74%
Imagineer, 4 Mbit
1 or 2 players, sport, SP6
The only rugby game on the Super Nintendo, and a good one at that. Imagine a polished *Kick Off* with odd-shaped balls and you're there.

WORLD LEAGUE BASKETBALL (UK) 84%
Alternative names: NCAA Basketball (US), Super Dunkshot (JAP)
HAL, 8 Mbit
1 or 2 players, sport, SP4
Famous for its 3D graphics – the pitch spins and zooms in and out impressively. It's got brilliant sound effects, and it plays great basketball. A bit confusing, but otherwise fab.

WWF ROYAL RUMBLE (UK) 79%
LJN/Acclaim, 16 Mbit
1 or 2 players, sport, SP10
All your favourite WWF wrestlers in a game that had us crying with laughter. Badly flawed in one-player mode, but brilliant fun with two.

XAK (JAP) ?%
Sunsoft, 8 Mbit + BB
1 player, RPG
Another Japanese overhead-view RPG, with fairly basic graphics and lots of incomprehensible text.

XANDRA'S BIG ADVENTURE (JAP) 85%
Namcot, 8 Mbit
1 player, platform, SP1

An obscure game that really ought to be better known, with a great central character. The controls are versatile and unusual and the game's as tough as anyone could ever hope for. Lots of Japanese text spoils things, but if you're adventurous, it's great fun.

XARDION (JAP/US) 26%
Asmik, 8 Mbit + BB
1 player, shoot-'em-up/platform
From the makers of *D Force* comes another disaster! – an *E-SWAT* clone. You control a robot through different zones, each with a guardian. Sounds okay, but dreadful graphics, awful sonics, and pathetic gameplay and structure ruin it.

X-ZONE (US) 55%
Kemco, 4 Mbit
1 player, shoot-'em-up, SP6
Nice bit of kit, that Super Scope – shame about the games. Oh dear.

YOSHI'S COOKIE (JAP) 76%
Bullet-Proof Software, 4 Mbit
1 or 2 players, puzzle, SP11
A fun *Tetris*-alike puzzle game, featuring Jammy Dodgers and ginger nuts.

YOSHI'S SAFARI (JAP) 69%
Nintendo, 8 Mbit
1 or 2 players, Super Scope, SP12
The best Super Scope game so far, with some nice graphics, but it's a bit too easy to finish.

YS III (JAP/US) 72%
Tonkin House, 8 Mbit + BB
1 player, RPG
Not as good as the prequel (*YS Books 1 & 2*) on the PC-Engine CD ROM, but this is still a top quality RPG. Instead of an over-view of the landscape, you get a scrolling side-on perspective. And though it's not as big as the first two games, it's great fun.

ZAN II (JAP) ?%
Wolf Team, 8 Mbit + BB
1 player, strategy
A pretty full-screen map view – and plenty of territory to conquer, but working out what else this game boasts proves very difficult. Another unintelligible-to-Brits war game. Impossible to judge.

ZELDA: A LINK TO THE PAST (JAP/US/UK) 93%
Nintendo, 8 Mbit + BB
1 player, RPG, SP2
A brilliantly designed and implemented adventure that puts similar games to shame, in much the same way as *Super Mario World* dominates the platform world. This is, of course, completely brilliant, although *Zelda* addicts may complain it's not quite as long and drawn out as previous games.

ZOMBIES ATE MY NEIGHBORS (US/UK) 89%
Konami, 16 Mbit
1 or 2 players, shoot-'em-up, SP12
An innovative shoot-'em-up with plenty of monsters and lasting appeal.

Don't forget, if a game's not in What Cart?, then write and tell us. Send the details, with a short review, to: What Cart? review, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

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- *Krusty's Fun House* on SNES for sale. Open to offers. Tel: Richard (0484) 710451.
- Five great games for sale: *Space Megaforce* £25 (US) 88%, *WWF* £20 (UK) 81%, *Contra 3* £20 (US) 91%, *Double Dragon* £20 (US) 61%, *Smash TV* £25 (UK) 91% and Super Scope plus six games, £45. Tel: (0992) 626130.
- SNES games for sale: *SFII* (UK) £35, *Final Fantasy II* £30 (US), *Zelda III* (UK) £30, P/X FFII for *NHLPA Hockey* or *John Madden '93*. Tel: (0935) 863873.
- *Zelda III* (UK), *Super Soccer* (UK) and *Kick Off* (UK) for sale, £28 each, *Street Fighter II* for £30 (US version). Tel: Wolverhampton (0902) 892685.
- *Super Mario Bros* (UK). Sale or swap, £25 ono. Tel: Paul (0234) 351270.
- UK *Castlevania IV*, only £30. Also plenty of the best Atari ST games. Tel: (0920) 467928.
- US *Super Mario Collection* for sale. £45 ono. (Bought whilst on holiday.) Does not run on UK machine. With convertor. Swap considered. Tel: (0254) 889209, after 6pm.
- I have *Batman Returns* (UK), *Final Fight* (US) and *Turtles In Time* (UK). Sell for £29 each. Also Action Replay for sale £35. Tel: (0799) 41577.
- SNES games for sale: *Ranma 1/2* (JAP), *Super NBA Basketball* (UK), £30 each. *Street Fighter II* (US), *Mario Kart* (US), *Soul Blazer* (US), *Lemmings*, £25 each. *Super Tennis* (UK) £20. Tel: (081) 868 8445.
- UK SNES game: *Zelda*, unopened present, £27. TopFighter arcade joystick for SNES, with digital computer display + six preset combo keys (variable speed) slomo. Cost £90, untouched so £45. Tel: (0753) 521755.
- Top SNES games for sale: *Starfox* (US) £35, *Super Soccer* £20, *Tiny Toons* (US) £35, *NHLPA Hockey '93* £35 and *Street Fighter II* £25. All prices ono. Tel: Matt (0869) 40773.
- *Street Fighter II* (UK), three months old. Mint condition. £38. Tel: (0443) 202122.
- *Contra 3* (US) £35 as new, *Axelay* (JAP) £25, *Mario Kart* (JAP) £25, Action Replay £35. Tel: (0452) 862194, after 6pm.
- Datel Action Replay for sale. Excellent condition. Will sell for £25 ono. Tel: David (0895) 449966, after 6.30pm, weekends only.
- I have issue 3 of *Super Play* and I will sell it for £15. I also have *Mario 4* to sell for £20 or nearest offer. Tel: (081) 907 6004.
- *Starwing* £40. Tel: (081) 647 8416.
- *Super Probotector* (PAL) for sale: £25 or swap for other decent game. Tel: (0625) 524587.
- SNES games boxed as new: *Sim City* (UK) £25, *WWF* (US) £25, *Mario 4* (UK) £15 no box, convertor £6. The lot for £60. Tel: James (0276) 855956.
- *Tiny Toons* (US) £30, *Legend Of The Mystical Ninja* (US) £30 and *Ranma 1/2 Part Two* (JAP) £38. Buyer collects, unless living in Cambridge or London. Tel: Mark (0223) 412152.
- For sale: *Super Star Wars* and *Tiny Toons* (UK), £40 each or swap *Star Wars* for *Alien³*. Tel: (Runcorn) 714424.
- *Starfox*, brand new, used once, unwanted gift £30 (PAL). Also *Super Mario Kart* £25 (PAL). Tel: Rob (0452) 856933.
- Three great games for sale: UK *SFII* £28, UK *Super Mario Kart* £25, UK *Super Ghouls 'n' Ghosts* £20! Tel: Greg (0203) 222516.
- US SNES games for sale cheap. *George Foreman's KO Boxing* £10, *Super Mario World* £20, *Castlevania IV* £20, *Spiderman & The X-Men* £18, *F-Zero* £22. And more. Tel: (0602) 791974.
- *Street Fighter II* (US) in mint condition, £30 only. Tel: Elliot (0296) 431185, after 6pm.
- *Starfox* (US) £34, *Zelda III* (UK) £24, *Contra 3* (US) £24. All perfect condition. Tel: (0932) 782511.
- SNES games: *Starfox* (UK) and *Legend Of The Mystical Ninja* (US). Only £60 for both, with boxes. Very good condition. Tel: John (Ireland) (062) 75232.
- *Super Mario Kart*, *UN Squadron*, *Super Tennis*, *Alien³*, £30 each. *Irem Skins* game (US) and *Mickey's Quest* (US), £35 each or nearest offers. Tel: (021) 42624.
- SNES games for sale. £35 ono. They are: *TR*, *Pop*, *Axe*, *NCAA*, *NSB*, *J&M*, *S Soccer*, *Mickey*, *C4*, *PW*, *Act*, *G3*. If you don't understand the abbreviations then phone now! (All boxed). Tel: (0483) 423374.
- SNES games, *Super R-Type* £25 (UK), *F-Zero* £25 (UK), *Addams Family* £30 (US). All boxed with full instructions. Tel: (0484) 843812.
- US SNES games for sale: *Street Fighter II* £35, *Starfox* £40, *Mario Kart* £30. Tel: Tim (0508) 470451, after 6pm.
- *Street Fighter II* (UK) £30 ono. Swaps considered. Also *Starwing* (UK), excellent condition £40 ono, swaps considered (top games only). Tel: (0256) 770345.
- NES: *Joe & Mac*, *Double Dragon II*, *Snake, Rattle & Roll*, *Super Mario 3*, *Tiny Toons*, £20 each. Super NES: *Wrestlemania* and *Street Fighter II*, £35 each.
- Super NES *Street Fighter II* (US). Good condition, £25. Tel: (081) 505 6490.
- SNES games for sale. *Final Fight*, *Super Tennis*, *Area 88* (JAP). £15 each. *Smash TV*, *Another World* £20 each (US). Wanted: *Exhaust Heat 2* (not *1*). Tel: (0602) 612713, after 6pm.
- *UN Squadron* and *Super SWIV* (UK) £30. *Castlevania IV* £22 (JAP, no instructions). Amiga games from £3! Also Master System *Double Dragon* £10. Tel: (0452) 740229.
- For sale: *Striker* (UK) £35 or swap *Striker*

and *F-Zero* (both UK) for *Super Bomberman* and four-player adaptor. Tel: (081) 776 1472, after 6pm.

- SNES games for sale: *Zelda 3* and *Sim City* (US), *Mario 4* (UK). Sell for £85 or sell separately. Tel: (081) 657 4366.
- NES games for sale, all boxed with instructions: *Mario 2, Gauntlet 2, Tetris, WWF, Double Dragon 2*. All games £15 each. Tel: (0708) 553495.
- *Mario Kart* (UK): £25, *Starfox* (JAP) £35, *Street Fighter II* (UK) £28. Game convertor £7. Tel: Robert (0708) 470708.
- For sale: *Street Fighter II* (UK) £35 and *Starwing* (UK) £40. Both boxed etc. Warwick. Tel: (0926) 613636, after 6pm.
- UK SNES games for sale. *Batman Returns* £35, *Super Tennis* £25. Swaps considered. Games in excellent condition. Lichfield. Tel: (0543) 256128.
- Mega Drive games: *Wonderboy 3, Sonic The Hedgehog, Talmit's Adventure, Castle Of Illusion*. £15 each, or nearest offer. Tel: (0621) 869457, after 5pm.
- *Dragon's Lair* for sale for £30, also *Super Mario World* in mint condition for £25. Or £50 for both. Tel: 90343) 821417.
- SNES games for sale, all UK. *Tiny Toons* £26, *Zelda III* £26, *Super Probotector* £26, *Wrestlemania* £20. Prices include postage and packaging. Tel: Tom (0423) 322112.
- SNES games and hardware for sale. *Cybernator* £30. *Street Fighter II* £20 Game Genie £30. Ask for Allan. Tel: (0542) 33459.

MESSAGES AND EVENTS

- Issues 1, 2, 3, 4, 6, 7, 8, of *Super Play* for sale. Tel: Duncan (0636) 812125.
- Anime fan? Some great manga videos for sale at low prices. Call now. Tel: Benny (081) 842 2879.
- Mega swap, SNES swaps. Tons of titles including: *Batman Returns, Cybernator, Bubsy, Starwing* and *Star Wars*! Phone for more UK and US games. Swaps £4 inc postage. Tel: (0436) 821520, after 4pm.
- Amazing SNES games for sale or exchange. Best prices. Games also wanted! Tel: Michael (0232) 844473.
- I am selling a *Super Play* issue 3 with poster/calendar for £13 ono. Or I will swap for any Super NES game. Hurry while you can! Tel: Jan (0702) 466963.
- Magazines for sale. Lots of mags. Prices ranging from 50p upwards. *CVG, MM, Total!, NMS, GO* + lots more. Tel: Chris (0268) 774722, after 4pm.
- Hello. That lad who will go to South Shields Manga Club, 6 Sep. Doesn't Dave look like Garth out of *Wayne's World*?
- Game Gear, four games + psu. Fully boxed. £120. Tel: (0284) 761442.
- Manga videos for sale. Old and new titles. Good prices. Tel: Graham (071) 790 9374.
- 80+ mags for sale, 1-17 *N-SNES Force*, 1-11 *NMS*, 1-9 *Super Pro*, 9 *Zone*, 8 *Super Play*, 8 *Super Action* etc. £50. All exc condition. Tel: (081) 593 0495.
- For sale: Issues 1&3 of *Super Play*, £6. Issues 9-20 of *Total!*, £20. Issues 42, 43, 45, 46 & 49 of *EGM*, £10. Free *Super Play* pin included. £30 the lot. Tel: (061) 707 6304
- Ihsan 'Hank B' Alnasrawi is saying a massive 'Hi' to his mate Tung Lam back in Bradford! And to Ngan Lam: I dunno what the hell I did wrong, but I still love you! I'll be back!
- *Super Play* issues 1-12 for sale. Mint. £25 lot or may split. Tel: James (0923) 680940 or (0850) 828117.

WANTED

- Christmas is coming, *Super Play* is getting fat, give me a ring, lets have a chat. I want your SNES games, especially *Striker, Mario All Stars, Bomberman, Lost Vikings, Pool, Augusta 2, Devil's Course, PGA Tour*. But I will consider any! Also games for sale or swap. (inc *Super Soccer, Castlevania IV*). Tel: (0262) 671434, after 6pm.
- I want any unwanted anime/manga gear. Everything considered. Good to mint condition if possible. Tel: (0606) 832049.
- Has anyone got an Atari 2600 with *Space Invaders*? Will pay £20. (Woking.) Tel: (0483) 773573.
- Wanted badly: Game Gear for between £50 and £60 with one game and AC adaptor. Tel: (0923) 264108.
- Wanted: Powerball PC IBM. Will buy for a reasonable price or swap for my SNES or Amiga. Tel: Chris (031) 336 3000.
- SNES games wanted. Will pay good price for recent games. Will also buy console if with good games. Tel: (0527) 32230.
- Wanted: *Prince Of Persia*. Ask for Kirk between 7 to 9pm, apart from Friday-Saturday. Pay is £15 to £25. Or swap for *Pitfighter* (US). Tel: (081) 402 1354.
- *Super Play* issue 3 wanted. Will pay £10 if in good nick. Please ring before 11am or after 10pm. Tel: (0977) 706374.
- Mega Drive wanted with *Sonic 1* and two controllers. Has to be boxed and in good condition. Will pay £70 to £80. Tel: (081) 892 5225.
- Wanted: SNES Game Genie codes. Tel: 0920) 822097, after 7pm.

FANZINES

- *Street Fighter II* fanzine for sale! Over 50 pages! Tips, tactics 'n more! £4 without video, £9 with video. Tel: (0742) 585065.
- Looking for penpals/game swaps – this is the club for you! heaps of contacts/tips/swaps and much more. Tel: (0274) 584809.
- Want to read the best? *Xtreme* is here! All the best Amiga/Super NES/Game Gear stuff and the ultimate review of *Turbo*! Tel: Rob (0493) 731215.
- *Joypad Journal*, the official journal of computer gaming. Want to contribute or express your views? Copies are free. Leave your name and address on (021) 456 5273.

SWAPS

- I will swap you your US SNES for my UK version. I will make you an unbelievable offer. For more details tel: (081) 960 8259.
- I will swap my US/UK SNES games, including *Mario Kart* (UK), *Alien³* (UK) *Pilot Wings* (US) *Super Ghouls 'n' Ghosts* and *Super Star Wars* (US) *Super Mario 4* (US), *Wing Commander* (US). For any (US/UK/JAP) games. Tel: Matt (0538) 702855.
- Swap my ZX81 for your Panasonic 3DO (US will do). Tel: (0371) 850963.
- £70 worth of SNES mags (*NMS* etc). Swap for SNES game, prefer *Road Runner/Pebble Beach*. Must be able to collect. Tel: (0942) 601641, after 4pm.
- Swap my *Solitaire Poker* on Game Gear for any good SNES game. Tel: (081) 462 3060.
- Swap my *Alien³* for *Cybernator* or *Tiny Toons*. Also *Prince Of Persia* (JAP) or *Smash TV* (US) for your *Parodius, UN Squadron* or any other good games. Tel: (0272) 798234.
- *Swap Mario Kart* for any decent game. Tel: Ian (0543) 274161.
- UK SNES games. Swap my *Blazing Skies, Pilot Wings, Castlevania IV, R-Type, Zelda, Super Mario World*, for your *King Arthur's World, Desert Strike, Prince Of Persia, Shadowrun, UK Baseball* game. Tel: Bob (0202) 480958.
- I will swap my *Super Battletoads* (US), only a week old, excellent condition, for your *Pocky & Rocky* (US). Tel: (06973) 42258.
- I will swap my *Krusty's Fun House* or *Cybernator*, for your *Kikikaikai, Legend Of The Mystical Ninja*, or any golf game. Will consider other offers. Tel: Will (0892) 511379, after 4pm.
- Swap UK games. *Desert Strike* or *Zelda III* for *Alien³, Super Star Wars* or *Starwing*. Tel: (0756) 790508, after 4.30pm.
- Swap *NHLPA '93, S Tennis* and *Mario 4* for *Zelda, 2020 Baseball, Super Star Wars, Striker* or others. All boxed, with instructions. Tel: (0642) 475459.
- My *Mario Kart, Pilot Wings* & *Mario 4* for your *Zelda, Persia* or good golf sim. All must be UK and boxed. Will consider anything decent. Tel: (0603) 745906.
- Will swap *Super Ghouls 'n' Ghosts* for any good Super NES game (esp *Zelda III*). Tel: (0483) 773573.
- Swap my *Super WWF* (brand new unwanted gift) for your *Taz-mania* game (must be UK version). Phone quickly. Can collect if in area. Tel: (0225) 703612.
- Swap *Wing Commander* (US) without box or manual, and *Power Athlete* (JAP) without manual, for *Sim City* UK/US. Excellent condition. Or sell each for £15. Tel: (071) 262 3190.
- Super Nintendo exchange service. Many titles available for swap/sell. Just £5 and your game. Quick service. Tel: Rod (0481) 36684, or Jami (0481) 55180.
- Games to swap including *Mario Kart, Sim City* and *Desert Strike*. Will swap for any decent games or consider selling for sensible price. Tel: Robert (0354) 661192.
- For swap: *Jimmy Connors, Axelay, Super Soccer Champ, Tiny Toons, Pilot Wings* and others. For any decent game. Especially sports (any format). Tel: Royce (0343) 812485.
- Swap *Mario 4* £10 + SN Pro joypad for *Tiny Toons* or *Pugsley's Scavenger Hunt*, or *The Addams Family*. Tel: (0602) 404835.
- I want either *Aerobiz, NHLPA '93* or *Shadowrun*. Will swap for *WWF, Super Soccer Champ* or *World Class Rugby*. Tel: (0252) 870690.
- I need *Dead Dance* and *Alien³* and will swap *Tiny Toons* (US), *Street Fighter II* (UK), *Ranma 1/2 Part Two* or *Spiderman* (UK). Tel: John (0527) 61930.
- Swap my *Super Mario World, Drakkhen, Home Alone, Populous, Lemmings*, for your *Super Star Wars, Super Tennis, Super Probotector, Mickey Mouse, Batman Returns* or *Zelda*. Tel: (081) 907 0070.
- Swap my *Madden '93, SFII, NHLPA '93*, for *Human Grand Prix, Aguri Suzuki* or anything considered. Tel: (0287) 654013.
- I'll swap my *Street Fighter II* for your *Ranma 1/2 Part Two* or *Rushing Beat Run* or *Alien³*. Tel: Vikas (081) 427 3210, after 4pm.
- Swap *Krusty's* (UK), *S Tennis* (UK) or *Actraiser* (JAP) for any (UK/US) Capcom/Konami games. Any SNES games considered. Swap any two for *Street Fighter II Turbo* (any version).
- Swap my *Super Soccer* (UK) or *Exhaust Heat* (UK) for any other good game. Must be UK. Or sell for £25 each or £40 for both. Tel: (0932) 872147.
- Super NES and two joypads and *SFII* and adaptor. Swap for stand-alone Neo Geo. Willing to pay extra cash. Must be PAL Neo Geo. Tel: (0483) 33683.
- I will swap my *Mario Paint* for a TopFighter joystick or *Pilot Wings*. Tel: (021) 770 8537.
- *Tiny Toons* (US) and *Super Soccer* (UK). Swap for any decent games or sell *Super Soccer* for £20. Tel: (071) 376 7362.
- I will swap my *Street Fighter II* (US) for *Super Tetris* or I'll sell it for £25. Also I'll swap my *Castlevania IV* (US) plus £5, for *Super Tetris*, or a straight swap for *Ramparts* (or I'll sell it for £20). All games must be US or JAP. Tel: (0453) 824178.
- *Turbo* edition. Naargh. But I do have *Super Ghouls 'n' Ghosts* + *GHSTS, Addams Family 2, Super Mario 4, Super Tennis*. Swap for any SNES game. Tel: (071) 277 8664.
- I will swap *SMB 4* (UK) unboxed for *Axelay* or *Tiny Toons* (must be UK only). Tel: Darin (0463) 221403.
- I will swap my *Street Fighter II* (UK good condition) for your *Cybernator* (UK). Or will sell for £30. Sheffield. Tel: Scott (0742) 699669.
- Swap my *Road Runner Death Valley Rally* (UK), boxed with instructions, for *Super Mario Kart* (UK). Sidcup area. Tel: Jonathan (081) 302 2637.
- Swap my *UN Squadron* (UK) for your *Axelay* or *Mario Kart* (UK). Tel: (0294) 271738.
- I have *Desert Strike* (UK), will swap for *Ranma 1/2, Fist Of The North Star, Tiny Toons* or *Dragon Ball Z* (UK/US or JAP). Tel: (0532) 730091.
- I have *Actraiser, Dragon's Lair* and *TMNTz IV* (all UK). Swap for JAP *Kikikaikai*, US *Soul Blazer*, UK *Striker*. Other good games considered. Tel: (0532) 523475.
- Swap my *Cybernator, Star Wars, Axelay* for *Mystical Ninja, Pocky & Rocky* (*Kikikaikai*) or *Super Bomberman*. Must be boxed with instructions. No other games considered. Tel: (0264) 366375.
- Swap my *Super Soccer* for either *Final Fight, Actraiser* or *Alien³* (all UK carts). Tel: (0455) 637438.
- I have *Bart's Nightmare* and *Super R-Type* to swap for *Zelda, Castlevania* or other good (UK) SNES games. Tel: James (0203) 593923.
- I will swap my *F-Zero* for either *Tiny Toons* or *Mickey's Magical Quest*. Tel: (0232) 342050.
- Swap my US *F-Zero* (no box or instructions) for your *Zelda III* or *Desert Strike*. Tel: (0253) 691004.
- Will swap any two of these games: *Starfox* (JAP), *Parodius* (JAP), *Star Wars* (JAP), for Multitap with *Bomberman*, or will sell for £25-£30 each. Tel: Simon (081) 330 2173, after 5.30pm.
- I want to swap *Populous, Spiderman & The X-Men* (both for SNES) for *Castlevania IV, Super Smash TV, Turtles IV*. PAL versions only. Tel: (0674) 78968.

BOOK YOUR FREE AD HERE!

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Toasted tiger! That's right, readers – either you subscribe to *Super Play*, or Neko takes the starring role in our bonfire party!

"Well, I guess this time it's really goodbye. There's a gentle southeasterly breeze, not a cloud in the sky, and my fur's as dry as kindling. It'll be over in minutes. Only you can save me! Please subscribe to *Super Play*! Go on – it'll be great. All that top Super Nintendo news, pin-sharp reviews of all the new games, the best tips... Please! I'm only a kitten, really, and... Oh no! They're really going to do it! Blub."

YOUR LAST CHANCE AT THIS LOW PRICE!

If you've decided to save poor Neko from the flames by subscribing, you won't just be guaranteeing yourself a whole year's supply of Super Nintendo facts and fun.

You'll also, if you wish, be able to simultaneously buy a copy of the excellent *Jimmy Connors' Pro Tennis Tour* for the knock-down price of just £19.99. That's a saving of £25 on the shop price! *Jimmy* got 88% in issue 5, and will also work with the new Super Multitap for four-player action!

BACK ISSUES

ISSUE 1
A complete guide to the SNES, *Super Mario Kart* and *Bart's Nightmare* and a free pin badge!

ISSUE 2
A huge baseball game feature, tons on *Zelda III*, a Japanese show report and more!

ISSUE 3
A free poster, CD ROM explored, a *Mario World* guide, *Mickey's Magical Quest* but, sold out!

ISSUE 4
Special chips in carts, *Star Wars* and *Human Grand Prix*, and tips to *Actraiser* and *Another World*.

ISSUE 5
A CES report, multi-player fun, *Assault Suits Valken*, *Tiny Toons* and a *Desert Strike* guide.

ISSUE 6
Starfox previewed, Japanese comics revealed, a giant *Starfox* poster and *Street Fighter II* tips.

ISSUE 7
Loads on RPGs, joysticks and pads, *Starfox* reviewed and a *Mickey Mouse* guide.

ISSUE 8
Behind the scenes with Bullfrog, *Nigel Mansell* and a driving game special, *Pop'n Twinbee* and more!

ISSUE 9
SFII Turbo, *Super Bomberman* and *Alien³*, game music CDs and *Pugsley's Scavenger Hunt*. Cor!

ISSUE 10
All the new games from the CES, plus *Final Fight 2*, *Striker*, *Shadowrun* and fixing your SNES.

ISSUE 11
Super Mario Collection, *Street Fighter II Turbo* and *Mortal Kombat* reviewed. Hurrah!

ISSUE 12
An RPG special, reviews of *Zombies* and *Yoshi's Safari* and part one of our *All Stars* guide.

ISSUE 13
A football special, *Jurassic Park*, *Top Gear* and *Lamborghini* reviewed and third-party politics.

Stop! Don't move that match! I couldn't bear to see Neko burnt to a crisp. I'll take out a subscription before the price goes up...

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● **I'm taking out a subscription, and at the same time I'd like to order *Jimmy Connors' Pro Tennis Tour* for another £19.99. (Barg!)**
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NEXT MONTH

CHRISTMAS WITH SUPER PLAY!

CHRISTMAS PAST...

We had lots of fun last Christmas at *Super Play*. And you did pretty well out of it, too, if you remember, with that great free poster/1993 year planner thing, and our ever-popular Super Player's guide to *Super Mario World*.

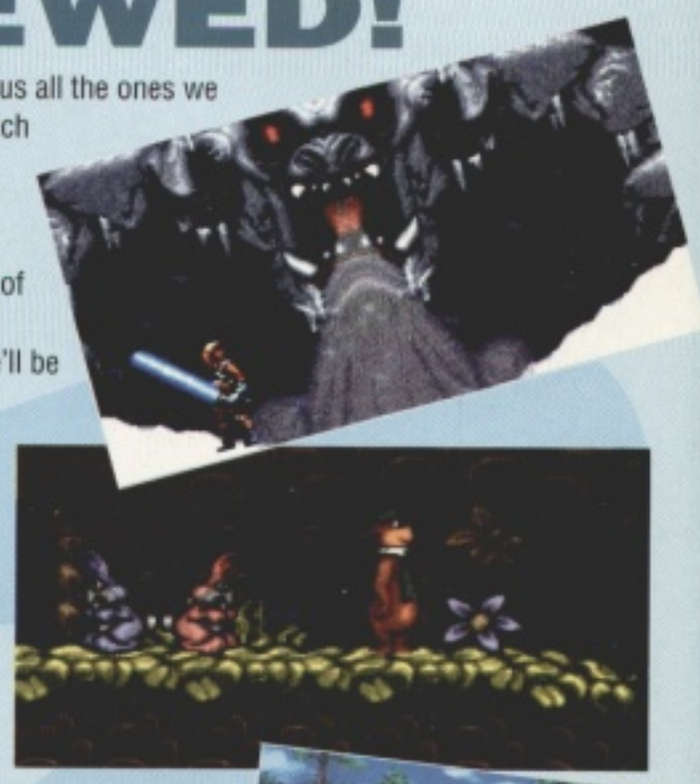
...AND CHRISTMAS PRESENT!

But this year's going to be even better! With – quite literally – a Christmas present!

REVIEWED!

Loads of exciting new games, plus all the ones we promised for this month but which scurrilously slipped away at the last minute. Including:

- *Actraiser 2*: The gorgeous-looking, all-action sequel to one of Enix's greatest games.
- *Super Empire Strikes Back*: We'll be searching for the good within it.
- *Macross*: Better than *Darius Force*? Let's hope so.
- *Torneco's Great Adventure*: If we can track down a copy, we'll bravely try to unravel this top Japanese RPG.
- *Turtles: Tournament Fighters*: Which we were so close to reviewing this month you wouldn't believe.
- Plus! *Augusta Masters 2, Daffy Duck, Space Ace, Yogi Bear, Suzuka 8 Hours* and loads of others.



***Super Empire Strikes Back, Yogi Bear* and *Augusta Masters 2* are just a few of the games we'll have in our bumper Christmas issue.**

FREE! AN EXCITING GIFT!

You reckoned last year's free year planner was good? Well, *Super Play* issue 15 is going to come bundled with something even better! What is it? Sorry, but you'll have to wait till Christmas morning to find out! (Or 2 December, anyway.)

TIPPED!

Having trouble with your Procomsognathids? Then don't worry – issue 15 will have a complete guide to Ocean's brilliant *Jurassic Park*. And! We wanted to make sure our *Super Mario All Stars* guide was the best, so we decided to give it one more month to make sure we could cram everything in. Next month, then, we'll have the final part of *Super Mario Bros 3*. And there'll be loads of Mode 7, as usual.

Above: The raptors are out! And they're looking pretty hungry. Left: *Mario Bros 3* step by step.

WIN! THE ULTIMATE CHRISTMAS STOCKING !

You know all that great Japanese games merchandise you keep reading about in *Super Play*, but can't buy because it's only available in Japan (and that's miles away)? Radio-controlled Mario Karts? *Street Fighter II* figures? Game music CDs? Yoshi sweets? Well, guess what? Next month you'll have the chance to win a whole load of it! An absolute stack of it! A huge, teetering pile of brilliant Japanese stuff! It's quite possibly the best prize in any competition, ever!

JAPANESE GAMES: The inside story

Next month we really *will* be doing a feature about Japanese software companies.

Issue 15 of Super Play comes down your chimney on 2 December! It'll make your Christmas complete

RESERVE YOUR COPY OF SUPER PLAY!

Dear newsagent, please reserve/deliver* my copy of *Super Play* for me every month. Cheers!

Name: .....

Address: .....

.....

*** Delete as appropriate.**

SUPER QUIZ

THE ANSWERS!

Here are the answers to the quiz on page 19. Just so you can check you got them right, obviously.

EASY
1) Jason Scott Lee (no relation).
2) Conrad Hart.
3) David Sheff.

NORMAL
1) Alan Grant.
2) Nin-ten-do means, apparently, 'work hard, but in the end it is in God's hands'.
3) Reginald Hercules Dwight.

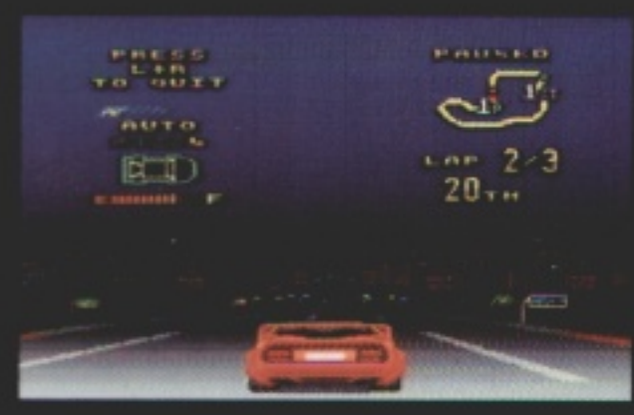
HARD
1) F-14 Tomcat.
2) USA and Iran.
3) Slick and Spin.

TOPGEAR 2™

200 MPH WHATEVER THE CONDITIONS

RAIN

Choose your tyres to suit the conditions. Try out Spinner high-performance Radials, or state-of-the-art slicks for high speed wet track handling.



SHINE

1 or 2 player simultaneous racing as you cruise in the sunshine at 200 MPH through cities of Spain or Egypt – 2 of the 16 countries you can race in, with 64 tracks in total to choose from.

SNOW

Beat the weather – tracks in Scandinavia and Canada may give you blizzard hassles. Or even worse, you may be expected to compete in a night-time challenge.

FOG

Get the edge with customised parts for any weather condition. Fit-out at the body shop with incredible engine, transmission, nitro system and armor upgrades.

MOVE IT

TOP GEAR 2 IS THE NEW SUPER-ACCELERATED NO WORLD LEADER IN RACE GAMES – JAMMED WITH TWICE THE PROGRAMMING HORSEPOWER OF THE ORIGINAL TOP GEAR.

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

AVAILABLE FOR CHRISTMAS

DKEMCO

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CHRISTMAS CRACKERS

Join Franky for more madcap adventures!
- 20 huge levels including 4 bonus levels all on a massive 8 Mega bit cartridge.
- Also coming soon for the Nintendo Entertainment System.
- Out Now! – Dr Franken 2 for Nintendo Game Boy.

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Join Freddie and Frankie for the adventure of a lifetime!
- Programmed on a 2Mb cartridge (2 to 4 times the size of most Game Boy game cartridges!).
- Huge playing area of 790 screens.

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Fantasy role playing at its best!
- One of the biggest role playing games ever created, programmed on an 8Mb cartridge and including battery back-up.
- With 16,000 3D locations.

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Prepare yourself for the most mind-blowingly addictive puzzle game ever!
- Full password re-entry system.
- Bonus icons, traps and special features galore and the clock keeps ticking away.

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